

ISSUE NO.
254
APRIL
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GTM

GAME TRADE MAGAZINE



SHADOWRUN[®] GETTING WYRD!

CATALYST

IN THIS ISSUE:

- COMPETE WITH OTHER PLAYERS, DISPLAY THE MOST BEAUTIFUL PLUMAGE AND SCORE THE MOST POINTS IN *ENCHANTED PLUMES* FROM CALLOPE GAMES!
- THE WORLD'S NOT GOING TO SAVE ITSELF, WHO YOU GONNA CALL? PAIR UP YOUR TEAM SUPREME AND DEFEND NEW YORK CITY IN *GHOSTBUSTERS/ MEN IN BLACK: ECTO-TERRESTRIAL INVASION* FROM IDW GAMES!

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COVER STORY



Shadowrun Sixth Edition: Street Wyrds

Spells, spirits, and adept powers are a core part of *Shadowrun* and are items of perpetual interest to *Shadowrun* players. Street Wyrds offers that and more to players and gamemasters, including a system to help them make their own spells. With new ways to use *Shadowrun Sixth World* rules and flavor to help players understand magic's place in the world, *Street Wyrds* is an essential resource for Awakened characters.

by Jason M. Hardy

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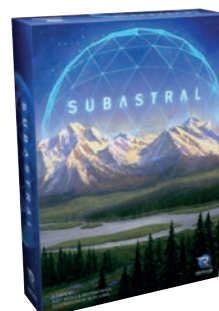


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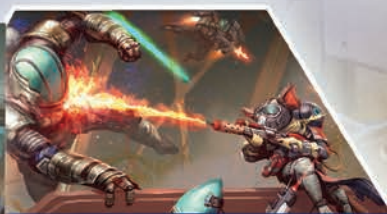


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by Matthew Riddle

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NEW FROM PAIZO



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The crew of the *Oliphant* have been riding high, but that's all about to end in Book 5 of the *Fly Free or Die* Adventure Path.

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Greetings Dear Readers!

Welcome to your April 2021 edition of *Game Trade Magazine*!

This month brings its share of pranks, rain, and perhaps fish (*Poisson D'Avril!*) depending on where you may be, but we're bringing the magic to you in this month's issue!

We begin by stepping into the world of the Awakened — those 'runners lucky (or unlucky) enough to see the Sixth World for what it truly is, and use that power to shape reality. The *Street Wyrld* core magic rulebook is everything your arcane-inclined *Shadowrun* characters will need — from spells to adept powers to new spirits to enhanced enchanting rules! But be careful chummer — sometimes that same power could blow up in your face!

However, if you'd rather protect the earth from the supernatural, then IDW Games has you covered with the **ultimate** team-up: *Ghostbusters/Men in Black: Ecto-Terrestrial Invasion*!

In *Ghostbusters/Men in Black: Ecto-Terrestrial Invasion*, you pair up your favorite Ghostbuster with your favorite MIB Agent to protect New York City from a supernaturally-enhanced alien invasion! Have your Neuralyzers and Proton Wands at the ready because it's another day at the office for these intrepid heroes.

Of course, if you're looking for something magical but perhaps a bit more serene, then look no further than *Enchanted Plumes* from Calliope Games. In *Enchanted Plumes*, players work to arrange the most beautiful plumes from top to bottom while trying to match colors from row to row. *Enchanted Plumes* combines collection and press-your-luck mechanics in a delightful and challenging fashion with eye-catching art and fast play.

And last, but certainly not least, I wanted to take the opportunity to wish my Mom a very happy birthday this month as well. Whether she was buying me the newest AD&D sourcebook or asking me how my latest games went, my Mom has always encouraged my interest in gaming from a very young age and I would not be where I am today — your intrepid editor — without that support. Thanks Mom, and happy birthday! ❤️

Enjoy the latest issue everyone — no fools (but maybe a fish or two) here!

Game on,
JG



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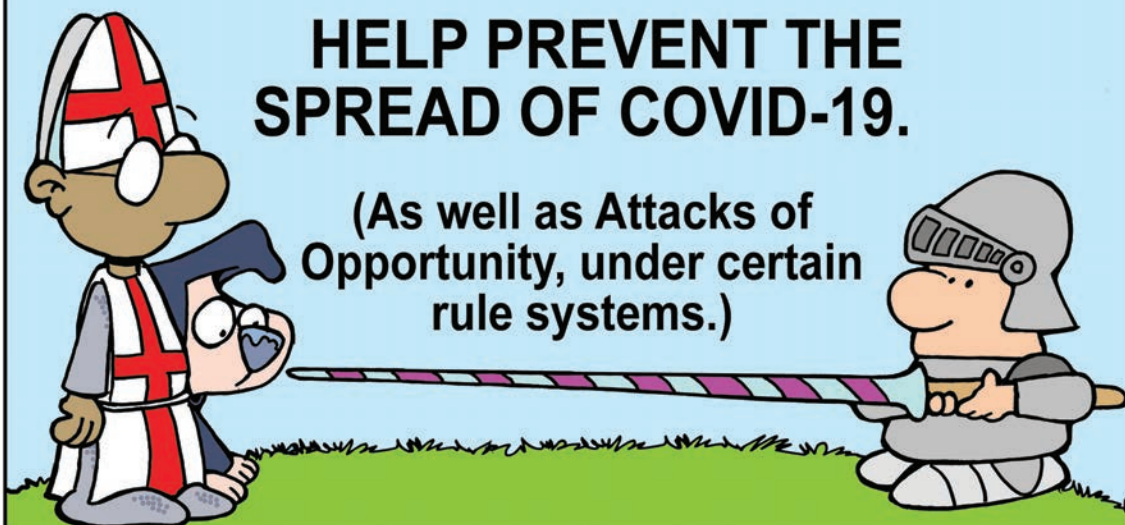
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 18 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for regular play. Scheduled to ship in October 2020.
TAC 691486 \$24.95

ULTRA PRO
AMY BROWN
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BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525

MORGAN LE FET PLAYMAT
UPI 15528

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549

PASSAGE TO AUTUMN PLAYMAT
UPI 15530

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15529

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO E8010720

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH13449

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.
USO MH010595

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010105

SPOT IT: SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 3096712

SPOT IT: RUDOLPH
Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 3003049

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MAGIC THE GATHERING CCG: CORE 2021
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COLLECTOR BOOSTER DISPLAY (12) WOC C75100000
PLANESWALKER DECK DISPLAY (18) WOC C75060000
JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019 \$49.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752 \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755 \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753 \$16.99

SUPER-SKILL PINBALL: 4-CODE
Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for your tabletop, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87500 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

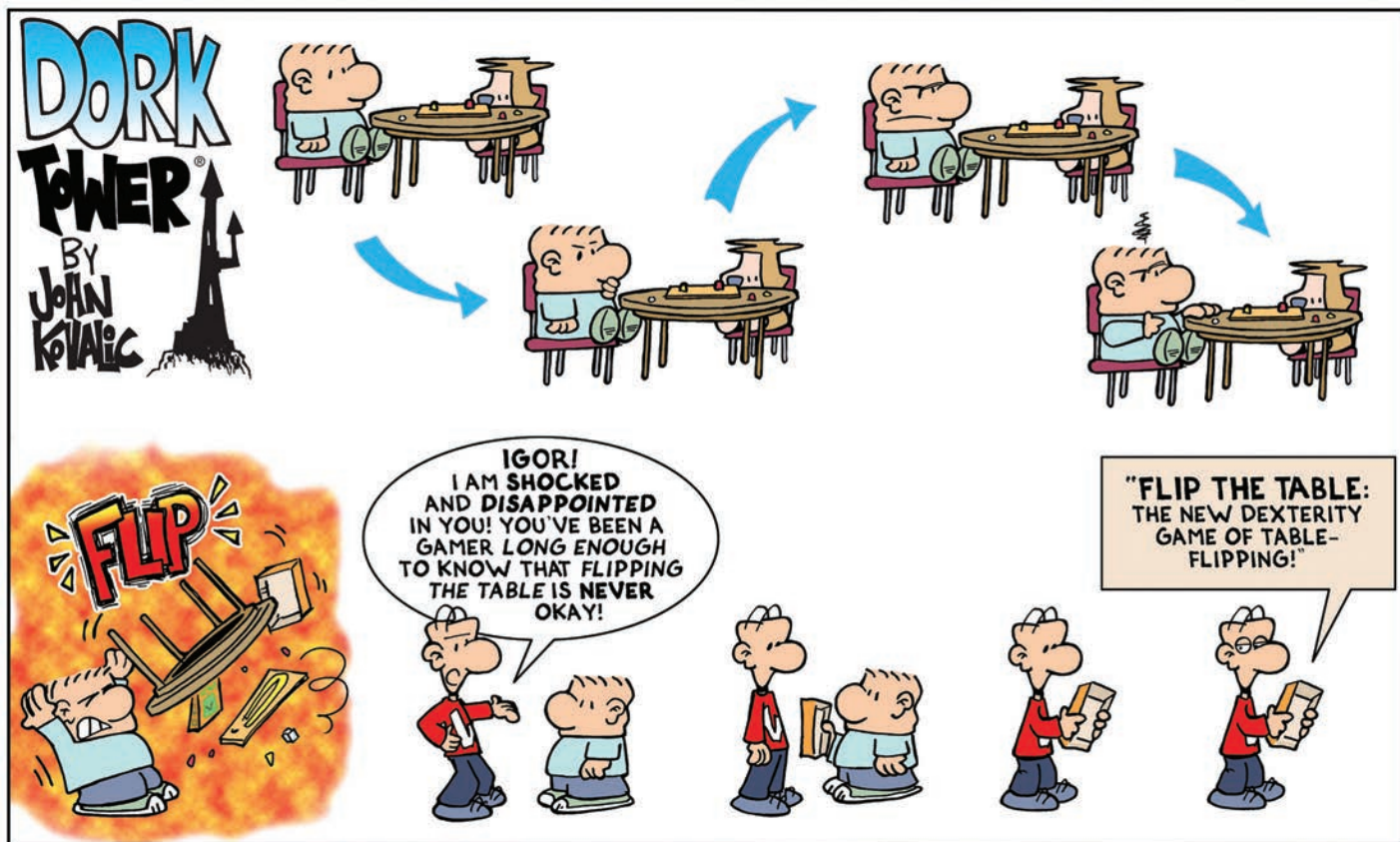
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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1-4 Players

Ages 12+

60-90 min

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MSRP \$60

SHADOWRUN

STREET WYRD

CATALYST

SHADOWRUN RPG: 6TH EDITION - STREET WYRD

CAT 28003..... \$44.99 | Available Q2 2021!

When *Shadowrun, Sixth World* first came out, one of the comments I really enjoyed hearing from one of the early players was that it felt like the new edition was trying to “open up the toy box” — that is, giving players more options and removing the barriers that might keep players from building the character they want. That’s going to be a theme as more core books come out for the game, as many aspects of the game were designed with the idea of giving players more tools for adaptation and customization.

This is especially true for the core Magic rulebook, *Street Wyrd*. Spells in the core *Shadowrun, Sixth World* rulebook were designed using a construction system that combines some basic ingredients to cook up a single spell. For example, the classic Fireball spell has the following ingredients: affect living things, area effect, fire, and ranged. Combining these ingredients not only shows what the spell will do but provides a base drain value to show how wearying the spell is to cast.

The main reason this was done was that so when the core magic rulebook came along, that way of building a spell could be written out and shared, giving players and gamemasters the chance to design their own spells and cause their own mischief. The different elemental effects of *SR6* play an important role in this system — the ability of one effect to sometimes cancel out another effect allows players to customize their attacks and defenses with their possible opposition in mind, anticipating what is going to be thrown at them and preparing spells to counter that or exploit a weakness in the opposition. *Street*



Wyrd adds some effects to the mix beyond what was in the core book, such as water and corrosion, and increases the substances that can be manipulated, with fabric and rubber being added. With these tools, runners can make magic that does what they want it to.

But spell creation is far from the only option in the book. As we did with the core combat book, *Firing Squad*, we wanted to add some new elements that act like new gear for the character, but others that expand the ways to develop and play a character in a *Shadowrun* game. And as is often the case, the inspiration for these elements came from different directions.

Some things the book was going to include were clear from the get-go — a *Shadowrun* magic book *must* include spells, adept powers, new spirits, and other extensions of core magic tools (quick aside: the new spells I’m most looking forward to using are Dreams and Foreboding, to wreak some serious psychological warfare on a hapless target while playing out a long con). Other things are new twists. One of the most unusual comes in the chapter on alchemy, which induces magical preparations that can be used by anyone, not just those with magical power. I’ll admit, this gave me pause. *Shadowrun* has long maintained a division between magic and mundane, partly so that characters cannot stack up on technological and magical advantages, which could make them unstoppable.

However, there are perils to this path, but there is also the potential for interesting plot developments and surprising storylines. A mundane shadowrunner sneaking a preparation past scanning



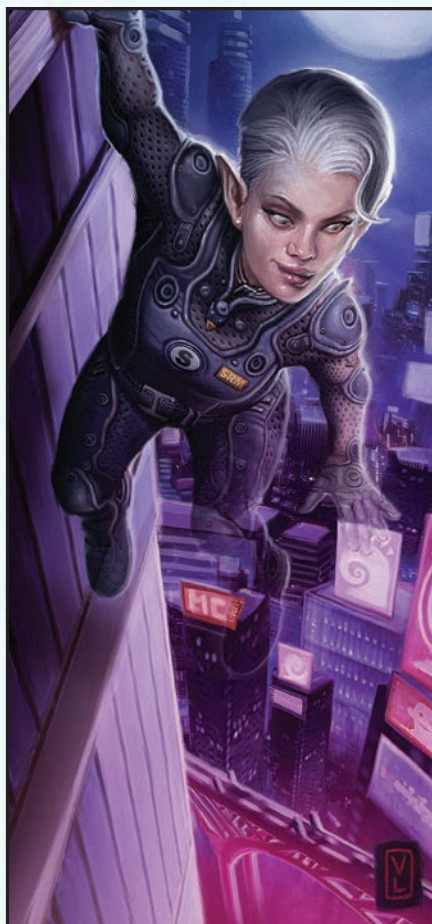


spirits who are satisfied the individual doesn't have magic power, only for the run to toss a rock that explodes into a fireball. And the same could happen in reverse — a team of shadowrunners sees a beggar they dismiss as powerless and non-magical, only to have that beggar unleash a flurry of lightning bolts that they never saw coming.

So, there were possibilities, but they depended in part on surprise, and that surprise would go away if these items became common and a part of every runner team's standard repertoire. The mechanics had to allow these preparations to be useful but also have ways to keep them rare.

We came at that requirement from a few directions. The first was simple: Player characters cannot make or purchase these preparations. We've seen that once we make something part of the *Shadowrun* marketplace, player characters usually have much less difficulty than we expected getting their hands in it. We thought that putting a blanket restriction on them would limit their accessibility.

The second control is duration. These things simply don't last forever. It may take a lot of effort to get one, and if you somehow manage to do that, you still don't know when the item might dribble out its last bit of potency and lose all of its magic power. That means that in any



attempt to get one of these preparations, player characters need to ask themselves if the effort they're putting out is worth it, since the item they retrieve may never be useful to them.

But still — the items are out there. The possibility that they could be used against you, or for you if you can get your hands on one, leads to exciting storytelling possibilities. So we opened that Pandora's box, and we'll see what happens.

Other additions to the game world are less about game mechanics. *Shadowrun* has a long tradition of magical societies doing all sorts of work, and they can appear as allies or enemies to player characters. From the Bear Doctor Society, who might be great healers to meet in a time of need, to the Glitter Party People, who might interrupt shadowy activities with a burst of bright illusions, there are lots of storytelling possibilities in this book. And that's what I really want to add to a game, because even the mechanics are about ways to expand storytelling possibilities and help players make their own legends.

...

Jason M. Hardy is the Shadowrun line developer for Catalyst Game Labs. He is currently making a custom spell for Shadowrun that keeps your feet warm, conjures a mug of hot chocolate, and then places it gently on your desk.



CLASH OF CULTURES

MONUMENTAL EDITION



CLASH OF CULTURES: MONUMENTAL EDITION

WZK 87515 \$149.99 | Available Q2 2021

The *Monumental Edition* of *Clash of Cultures* brings one of the best civilization building games back into print, with all kinds of improvements and refinements.

In *Clash of Cultures*, players each take on the role of a nascent civilization. By exploring territory, gathering resources, going into battle, researching technologies, and building cities, you earn victory points, and compete to become the strongest, most influential civilization of them all!

UPDATED RULEBOOK AND ICONOGRAPHY

The rulebook has been completely redesigned, helping you learn the game and start playing faster than ever before! With lots of clear images, examples, and iconography, it's easy to pick up, and easy to reference during gameplay.

NEW TILE ART

As your settlers spread throughout the land, you'll flip over Region tiles, featuring different types of spaces. Each tile has brand-new art, packed with detail, making the territory you'll be fighting over come alive!

INNOVATIVE CITY BUILDING

In *Clash*, you represent your cities with a settlement circle in the middle, and up to 4 city pieces that each slot in around the circle. Each type has different sculpt, as they each add something unique to your city. This means that your cities can exist in endless combinations, adding detail and character to your individual cities, and to your civilization as a whole. Maybe your safest city, deep in your own territory, has an academy and an observatory, while one closer to your opponents has a market to trade with your allies, and a fortress to defend against your enemies!

IMPROVED PLAYER BOARDS

You will find your player boards central to the technological and cultural growth of your civilization. As you play, you'll buy advances, placing cubes on your player board to mark which ones you have. These advances can improve your resource gathering, equip your armies, and even establish your government!

In the *Monumental Edition*, you'll find that the boards have been improved with clearer text and iconography, making the complex paths of development that a civilization can follow easy to understand. It also changes the Event system, making the process of drawing these game-changing cards more streamlined.



REVAMPED BATTLE SYSTEM

Where the original game used standard d6 dice, *Clash* now features a combat system with custom, 12-sided dice that add layers of strategy to the makeup of your armies. You'll still roll a number of dice equal to your army units, but in addition to the numerical results that you add together to get your total, there are icons matching the different unit types available. If you have that type in battle, you'll get that bonus!

HARD-TO-FIND EXPANSION INCLUDED

The *Monumental Edition* includes *Clash of Cultures: Civilizations*, and the Aztec promo cards, meaning that it includes all of the game's content to date. The expansion and promo cards were highly-sought after, as they add 15 real civilizations to the game, letting players step into the roles of legendary leaders throughout history. Each leader and civilization has its own benefits and abilities (some even have unique starting territories). The rules for the expansion are threaded through the main rulebook, making it seamless to include or leave aside.

NEW WONDER MINIATURES

As your cities grow, you may earn the chance to build a Wonder — a truly epic achievement that brings you new abilities and victory points. In the original game, these were represented by cardboard standees. In the *Monumental Edition*, these have been replaced by unique miniatures, each in a gold color with a dark wash that highlights every detail in their stunning sculpts. You'll race to build them, not just for the in-game value, but for how much excitement it brings to the table when you slot a golden wonder into your city. There's even an all-new 8th wonder, appearing in this edition for the first time!

ALL MINIS RESCULPTED

The wonders aren't the only minis getting a facelift. Every piece has been resculpted for increased detail and ease of use. The Leader miniatures now have their own sculpt, raising a banner for their armies to rally around. There are also dynamic new sculpts for the Infantry, Cavalry, Settlers, Ships, and, of course, Elephants! The settlements and city pieces have also been resculpted, packing as more detail in than minis that are twice the size.

With *Clash of Cultures: Monumental Edition*, players can experience this civilization-building classic, now better than ever before!

...





In this quick game, your guild of adventurers is ready for anything: battles, rescues, and the "liberation" of whatever pays the most. Choose a quest and roll the dice! You may win fame, and even recruit a new comrade for your party. Or you may fail, and slink back to the Tavern. Don't fail . . .



Play in-person or on video chat!
No hidden information! If playing remotely, the host will need this game and a camera to show the playscape. Each remote player needs three six-sided dice and a handful of tokens. If playing at home with family, no extra components are needed! This box includes everything you need to play.

**50
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GAMES**



ENCHANTED PLUMES™

Calliope Games

ENCHANTED PLUMES

CLP 142 PI | Available Q2 2021!

Enchanted Plumes, a 2-6 player card game that is one-part set collection, one-part press your luck, and a little bit of everything in between, is designer Brendan Hansen's second published game, and his first with Calliope Games. In this Designer Diary, Brendan takes us through the development process of core aspects of the game.



How a game occupies the space where it is played is vital to our experience of it. Or, put differently, the shape of a game shapes our experience playing it. In the process of visual game design, the designer imagines how the game they're working on will appear visually at different points in the game, and then designs the components and rules needed to guide their players to that destination. In *Enchanted Plumes'* case, I imagined the player's table full of vibrant peacocks, made of fanned out cards. I knew that differently colored cards depicting feathers would be the core component of *Enchanted Plumes'* peafowl courtship theme, but I needed rules for arranging peacocks, e.g., how cards would be added in a systematic manner to create that shape.

I arrived at row-by-row construction of plumes, starting with the largest and tapering to one, one card at a time. This structure laid a risk and reward foundation — larger peacocks are more attractive, have more effort invested into them, and are therefore worth more points. But they are more difficult to construct. This row-by-descending-row mechanic accomplished something else for the design when I integrated a rule that each row can only have feather cards that share a color with a card in the row that precedes it (except for the first which may have any). Each new row, as it tapers down, has both one fewer card and one fewer color than the row preceding it. This rule

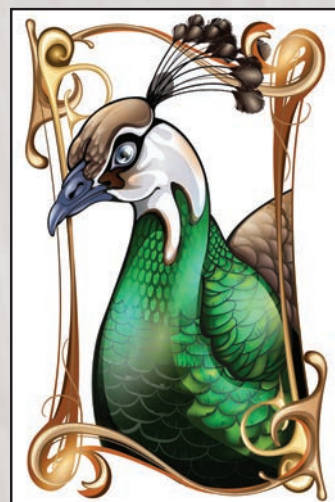


forces consequential decisions each time a row is passed, ensuring meaningful decision points during the game's core play loop.

Every card in a peacock is worth points (cards range in value from 0-9) equal to the value on the card, except cards in your initial row, which are worth negative points. This reinforces the risk and reward system that the row mechanic brought to the design. Sometimes, this system also meant that players surveilling their hand would have an obvious next move — a clear path to follow. These turns of obvious decisions, nestled between difficult ones, are a boon for the game. Functionally, they give players a small break and help players experience a sense of flow as their plan executes itself smoothly before them.

In any card game where there's a mechanic of collecting differently-valued cards, there's a tension between utilizing the cards you have versus spending resources (time or otherwise) to acquire better cards and utilize those instead. This is a design rule that can be broken, but even poker is made interesting by introducing tension between card quality (your hand) and time (how long your chips, which you trade





to increase your card quality, will last). That core tension—working to improve what you have while also making do with what you’ve been given — makes for engaging games.

Tempo in card games represents an opportunity cost. From that conflict between card quality and card quantity, I integrated the rule for how a player approaches playing their cards: each turn a player plays one or two cards from their hand. This gave the player agency over how and when they would play cards, allowing them to trade time for additional cards, or different cards at the expense of tempo. In *Enchanted Plumes*, when a player decides to play only one card, they give up half a turn of tempo. Playing more cards does not mean that a player will win, as card quality is equally important to quantity in *Enchanted Plumes*, but it thrusts a core tension into the turn structure.

The scoring system in *Enchanted Plumes* was a particularly difficult design hurdle until I left room for the game itself to lead me in the right direction. Triangular scoring is a common mechanic in eurogames. *The Castles of Burgundy* uses a triangular scoring system (1, 3, 6, 10, 15, etc...) for completed regions based on their size, and *Sushi Go!*’s dumpling cards are scored using triangular numbers. I was working on a game where players are asked to physically construct triangles out of feather cards on the table before them. I realized the game’s form quite literally facilitates triangular scoring, and that each card in a completed peacock should count as a bonus point. Utilizing the physical

shape to score was a harmonious design decision: there was a direct parallel between the system and the physical peacock arrangement rules that rewarded players for completing their peacocks, encouraging ambition without making it a dominant strategy.

The final, brilliant touch to *Enchanted Plumes* came after Calliope Games agreed to publish the game and came from Ray Wehrs and Chris Leder: the last card of a peacock is played facedown. This change made card counting more difficult, added some uncertainty to the system, and players who didn’t want to carefully track other player’s peacocks didn’t feel like they had to. It also brought the card design full circle; the cardback in *Enchanted Plumes* depicts a peacock’s body, finalizing the motif and rewarding the player with a moment of pattern completion for finishing a peacock, plumage and all. The concept of a table full of entrancing peacocks was fully realized through this rule change, and Echo Chernik’s beautiful artwork became another aspect serving the overall aesthetic goal of the game.

With *Enchanted Plumes*, my design goal was to create a whimsical card game that anyone could pick up and play. I’d hoped to craft something fun, rewarding, and at times a little heartbreaking (in accordance with its peafowl courtship theme). *Enchanted Plumes* is a harmonious 2-6 player card game that’s a joy to play from top to tail. It is available from Calliope Games this spring.

...

Brendan Hansen is a game designer in New Haven, Connecticut. Alongside his strategic wife and calculating cat, he can subsist for days on card games alone. Follow him at [@burnsidebh](https://twitter.com/burnsidebh).





Blood & Plunder

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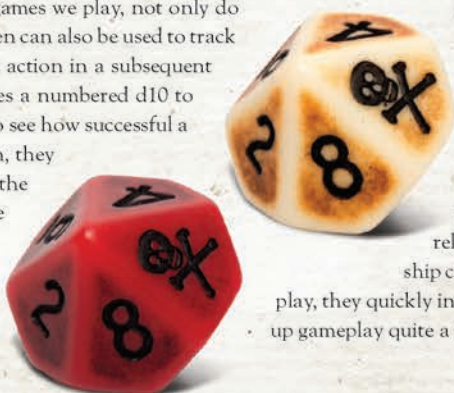
by Mitch Reed



As gamers we know the basic requirements for the games we play; models, terrain and a rulebook. However, many games also require game aids that not only help you play, but they also add to the aesthetic experience of the game. Gamers often pride themselves on items like tokens, dice, and custom decks, and with all of games' in Firelock catalog, you have some excellent accessories to choose from.

ON A ROLL

Dice is a constant component for most of the games we play, not only do they determine actions like combat, but they often can also be used to track status of a unit or remind the player to take an action in a subsequent turn. **Blood & Plunder** and **Blood and Valor** uses a numbered d10 to figure the outcome of things like shooting and to see how successful a save is. While players can use any d10 they own, they would be missing on some great looking dice the Firelock produces. Not only do they carry unique dice for each of the major factions, but they also have a d10 with a Skull and Crossbones icon instead of the number 10. I love their "Blood" dice which are a genuinely nice shade of red. **Oak & Iron** uses a d8 with unique characters in place of the numbers which it seems you can never have enough of.



Unit status tracking also uses special d6 which has icons instead of numbering. These come in two varieties, Fatigue Dice which tracks how much fatigue a unit as picked up during play and can be used for both **Blood & Plunder** and **Blood and Valor**. My rule for how many Fatigue dice you need is to have one for each unit on the table. The other set of dice you will need is the Dice Marker Set. These dice indicate your reloading status, unit posture and critical hits that your ship can take during a game. These dice are so crucial in game play, they quickly inform you of a unit or ship's status and I feel they speed up gameplay quite a bit.

ON THE DECKS

In **Blood & Plunder**, each player uses an activation deck to bid for initiative during each round or gameplay. While a standard deck of cards can be used, you would be missing out on some very cool looking cards. Each faction in the game has a unique activation deck with their national symbol or flag on the back of the card. The card front has some really neat artwork and if you look closely you do not have to go back to the rulebook to see which suit beats another suit. These cards also have how many activations your units have by quality level and the info on these cards makes activation determination quick and easy.

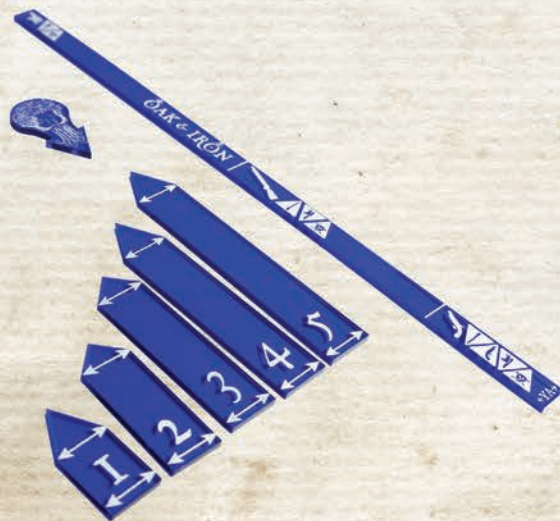


NOT A TOKEN EFFORT

Blood & Plunder has a template set made with laser engraved wood. Quality. I find these so useful when moving my ships and when hurling grenades at my enemy among other things.

Oak & Iron's tokens come with the Core Box set, however you can upgrade your movement, wind and range templates to a deluxe set which comes in plastic. Since I know I will use these a lot, I got the upgrade, which also gives me an extra set of templates when I am giving a demo of the game. 3

Gamers like me love the cool "bling" that adds to effects of the game and in the case of many of these accessories they ease and speed up game play. I do not even want to think about having to play the game without these great add-ons.



SO YOU WANT TO PLAY THE GAME BUT WHICH ONE?



The Pandasaurus team has localized more than a few of the award-winning card games published by NSV in Germany. By now, you've probably heard of (and hopefully played) *The Game* — whether from people joyfully singing its praises or hilariously clarifying its title. This game is packed full of fun in just a single deck of 100 cards. It truly has an audience with every type of person. However, this line of games (pun intended) has grown beyond the original design into three fully-fledged titles. We hope this article helps you discover the perfect version for your playstyle!

THE GAME 1-5 PLAYERS

Let's begin with the original version of *The Game* (PAN 201820, \$12.95), as its ruleset forms the base for the iterations that followed its publication. Players work together to discard all 100 cards in the deck into four piles - 2 counting up to 100, and 2 counting down to 1. On your turn, choose at least two cards from your hand to discard onto one or more of the discard piles, either ascending or descending from the previously-played card on the pile(s). If you play a card that is exactly 10 away from the top card of the discard pile you're playing on, you can break the ascending/descending rule. Once the deck is empty and players successfully play all the cards in their hands, they win the game!

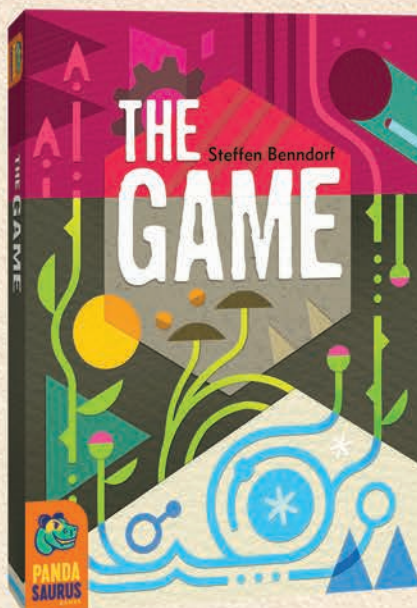
The big appeal to this pocket-sized card game is the rush players get when successfully bringing a pile back from the point of no return,

by using the 10-away method or by having the perfect plays of sequential cards. Since players aren't allowed to directly reveal the numbers in their hands, a great deal of trust and strategy is needed to pull off a win! Of course, the rules are so simple and components so minimalist, that it's easy to just shuffle the cards and play another round — regardless if you win or lose!

The original edition of the game featured dramatic artwork with red and black tones and skull motifs, immediately setting a tone of urgency and seriousness. The need to work together to overcome the challenges of the game felt absolutely dire. While the gravity is appreciated by some players, others enjoy the more colorful version illustrated by Kwanchai Moriya that is predominantly on shelves today. We asked him to flex his artistic skills by riffing on "the passage of time" as the direction. Each series of 10s has a different illustration — from the tiniest atoms to bountiful plants to majestic buildings. As players progress through the deck, they will also progress through abstracted accomplishments in our human history.

THE GAME: QUICK & EASY 2-5 PLAYERS

In October 2020, we released a new version in this series called *The Game: Quick & Easy* (PAN 202014, \$14.95). While most of the base rules follow the same structure as the original game, *Quick & Easy* boasts a few important differences — notably that it only has half the





cards! By reducing the number of cards in the deck, a complete game plays faster than the original. You will also be deciding between a single ascending and a single descending deck, instead of two piles for each direction.

While reducing your options may present a challenge, designer Steffen Benndorf added a new mechanic that provides more flexibility. The 50 card deck is broken up into five series of cards numbered 1 to 10, each sporting a different color (and playful illustration). Instead of the 10-away rule from the original game, you will be able to match the color of cards in order to break the ascending/descending order.

The Game Night crew at BoardGameGeek enjoyed playing multiple rounds of this game back-to-back on their show. We're confident you'll find this version quicker to learn and play, but it's up to you to decide whether this version is truly easier to beat!

THE GAME: FACE TO FACE 2 PLAYERS | PRE-ORDER APRIL 28

Normally these card games are full-on cooperation — you win or lose as a team. However, in *The Game: Face to Face* (PAN 20215, \$14.95), your ultimate goal is to be the first to discard all cards of your color. To pull it off, you'll inevitably have to help your opponent. The base mechanics are familiar, but there are a few tweaks that make it worth adding to your collection.

Each player will take a deck of 60 cards and set two arrow cards in front of them: one counting up to 60, and another counting down to 1. On your turn, you'll play at least 2 cards from your hand of 6. The twist comes from where you can play them. Of course, your own piles are fair game and follow the normal ascending and descending rules. Exactly once per turn, you can play a card on one of your opponent's piles, breaking all rules. This ultimately helps them out, as it pushes whatever pile you played on away from its upper limit.

There are two incentives to not using this safety measure. The first being that in a competition, it's usually not the best strategy to help

out your opponent. The second is that, if you play a card on your opponent's pile, you only draw 2 cards at the end of your turn. If you only play on your own piles, you draw back up to your full range of 6 cards. Since the goal is to be the first to play all your cards, having more cards to play is certainly a good thing.



We hope you discovered a new pocket-sized game to share with your gaming group. It's so amazing how just the slightest tweak to the rules makes each of these games unique, satisfying, and full of fun strategies!

...



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Available Now!

Pusheen leaps onto game store shelves nationwide with *Pusheen Purrfect Pick*! In this adorable new card game by Ravensburger, players plan the purrfect weekend by gathering friends and other essentials to bake cupcakes, take naps, and eat snacks. As they move Pusheen across the double-sided game board, they'll take snapshots of their fun, which they'll use to collect stars. The first player to collect ten stars wins!

CREATING A MEOWGICAL FIT

Pusheen first became a fan-favorite through her online comics and can now be found as plush and on baked goods, clothing, and social media memes and GIFs. Instagram searches for the famous cat yield hundreds of thousands of results, while Pusheen stickers are sent back and forth through Facebook chat more than 10 million times every day! The cuddly cat's adorable aesthetic and positive messaging make Pusheen beloved by all — including gamers, collectors, and families.

When the opportunity arose to have the fluffy feline star in a Ravensburger game, the publisher knew it was the perfect time to create a game that families, Pusheen fans, cat lovers, and gamers could enjoy. Because Ravensburger is known for its high-quality, approachable games, creating a family game starring Pusheen was a natural fit!

Pusheen fans and collectors expect adorable, high-quality merchandise, so it was imperative the game meet their high expectations. The game board is glossy, sturdy, and double-sided to increase replayability. Players can choose to play in Pusheen's house, or they can flip the board to frolic in the park instead! Additionally, brightly colored cards feature Pusheen and her friends, plus many charming scenes from her online adventures. Finally, the beautiful Pusheen mover can also be used as a figurine — a purrfect addition to any fan's Pusheen collection.

JUST KITTEN AROUND

Pusheen Purrfect Pick is comprised of plenty of fluffy characters and oodles of delightful art — but it does have claws! Though the game seems straightforward

at first, there is plenty of competition to be had, and lots of ways to mess with your opponents' progress. As players move Pusheen to different spots on the gameboard, they pick up Friend cards like Bo and Sloth as well as Item cards like gems, cupcakes, hot chocolate, and rainbows. Friends and items are then used to take snapshots, which are made up of different combinations of these card types.

Each snapshot is worth a different number of stars, and players must take enough snapshots to gather ten stars in order to win. Players have a great variety of five-star snapshots to choose from, like Meowgical Moment and Over the Rainbow, so it would make complete sense to covet these more than other cards with fewer stars. However, it would be detrimental to overlook cards that fall in the latter category! For example, at first glance it may seem like a bad strategy to gather essentials for Treat Yourself, since it is only worth one star. However, when this snapshot is taken, it can be switched with a snapshot from any other player, effectively robbing them of more stars!

Nabbing an opponent's higher-value snapshot is a great way to get take the lead, but it isn't the only way players can act like a cat by messing with their friends' plans. Snapshots like Mine All Mine are easy to get and allow players to take one Item card from the discard pile, while Dragonsheen's Lair will have opponents scrambling for another strategy, since it allows the player who took it to discard all the other Snapshots currently up for grabs. Players should also keep a lookout for Action cards in the Essentials deck as

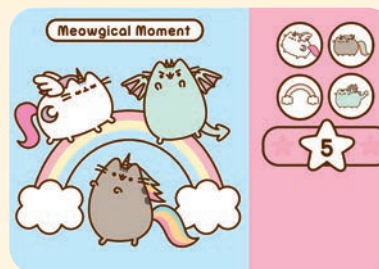
they'll help them collect additional friends and items and can even allow them to take a card currently in an opponent's possession.

All in all, *Pusheen Purrfect Pick* is a great choice for game night. It's easy to learn while allowing more experienced gamers to create a winning strategy, and everyone will be a fan of how adorable the game is!

GET PUSHEEN PURRFECT PICK TODAY!

Plan the purrfect weekend with your family or friends! *Pusheen Purrfect Pick* is available now at your friendly local game store!

...



AGES 12+

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WASTE KNIGHTS SECOND EDITION

A POST-APOCALYPTIC GAME OF ADVENTURE AND SURVIVAL IN A RUINED AUSTRALIA **ARES**

WASTE KNIGHTS: SECOND EDITION

AGS_EN_WK2 \$85.00 | Available May 2021!

Welcome to the Waste — a desolate and ruined Australia full of feral beasts, haywire cybernetic constructs, mutants, and ruthless gangs prowling the badlands. The continent was broken in two by forbidden experiments of a powerful corporation, Cerbero. Now it kneels divided, awaiting the fall. The government is nonexistent, and so are any laws of men. Every day is a battle for survival, and you are among those who are best fit to win. You are the shining beacon of courage in the darkness of the brutal age. You are the symbol of what humanity lost; the eternal wanderers always eager to help those in need. A new world is being forged from the ashes of the old civilization. You will embrace it... or die trying!

Waste Knights: Second Edition is a post-apocalyptic game of adventure and survival for one to four players inspired by cult classics of the genre, enabling the players to immerse themselves in a ruined world full of gangs, mutated creatures, sentient machines and — most of all — unforgettable stories. It is set in a dystopian Australia, half a century from now, and can be played cooperatively, competitively, or in solo mode, depending on the adventure.



Designed by Marek Mydel, *Waste Knights* was first published in 2015 by Badger's Nest. This Second Edition, published by Galakta and distributed in US by Ares Games, is almost a completely different game, with a whole lot of narrative, choices, and adventures, easier and streamlined mechanics, and improved artwork and components.

Players take the roles of rugged heroes of the ruined continent, facing innumerable challenges in their journey through the wastes of the Australian outback. Depending on the adventure played, they must make narrative choices, overcome obstacles, fight unique and fearsome enemies presented on beautifully illustrated cards, and role-play their knights whenever they encounter various events and denizens of this destroyed land.

The game is story-oriented, with each adventure branching out into different plots full of unique rules, goals, and associated tales. Players will face lots of decisions — from huge ones affecting the world around them

and the course of the adventure to seemingly irrelevant, pertaining to their knight. Each choice will have some impact on the game — favors will be returned, wrongs avenged, friends and enemies made for life.

Easy-to-learn rules combined with a unique narrative setup enable to quickly start the game and plunge head-first into action. At the same time, each adventure is comprised of different plots and offers custom game mechanics to enhance gameplay and provide lots of strategic options. Hundreds of entries — or story snippets — guarantee replayability and create a rich setting for exploits. When the game starts, players have no idea where the story will lead them and whether or not their allies of today will become rivals tomorrow.

Players will travel around a huge, 6-panel game board, featuring the map of the broken continent of Australia. The country is completely changed after the cataclysm. They will have to scout it and learn the lay of the land by visiting both completely new places and ruins of real cities that once proudly stood along the coast.

Depending on the vehicle they use — its Speed and Tank — they will cover longer routes to get to their destination.



Throughout the game players must manage their ever-dwindling Resources (Fuel, Ammo, and Meds), repair their Gear, and gain Experience Points needed to learn new Upgrades. Combat, utilizing custom dice, is both quick and deadly, so each Enemy encountered on the road forces players to consider their options: whether to fight or escape, spend their scarce Ammo, or risk closing in to fight a bloody melee.

At the heart of the game, there's adventure. Gameplay is based on two books: the Guide, containing adventure sheets with new rules, maps, bosses and artwork, and the Book of Tales, where players find matching narrative entries for each scenario. Each adventure has a different goal and feel, with some of them more strategic and sand-box style and others highly story-driven with lots of branching subplots leading to different endings, depending on players' activities during the game. However, in the end, the knights' victory will depend only on their

cunning, resourcefulness, and ferocity.

Get ready for unforgettable adventures full of dramatic choices and exciting plot twists. It is time to boldly enter the wilds and earn your place among the Waste Knights!





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ART FROM PREVIOUS ISSUE

23RD CENTURY GAMES

BATTLELORDS: CHARLIE FOXTROT

The first supplement to the newest edition of *Battlelords of the 23rd Century*, *Charlie Foxtrot*, includes five one-shot, scenarios complete with pre-generated characters. The scenarios range from corporate espionage, to military actions against the Arachnids, to mercenary work, to run-ins with the Atlanteans, and all the way up to flat out piracy. In between several of the scenarios are short fiction pieces that help set the tone, as well as giving readers some deeper insights into the *Battlelords* universe. The scenarios in *Charlie Foxtrot* can be tailored for any science-fiction roleplaying game. Embrace your inner miscreant and relish in your *Charlie Foxtrots*, but always remember Incoming fire has the right-of-way. Scheduled to ship in March 2021.

23C 01002\$40.00



AMINGO GAMES

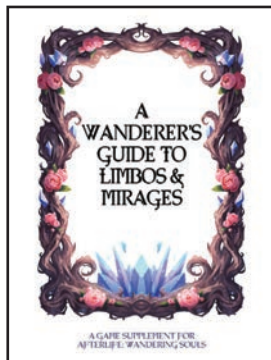


MONSTER EXPEDITION

You're about to embark on an adventure to three exotic ecosystems, each teeming with legendary monsters. Manage your dice rolls carefully; they'll help you capture the most ferocious creatures, many of whose powers you can harness to ensnare additional beasts. You can also purchase (or steal!) cages that allow you to keep your catch secret from the other players. But the key to success is using the dice to build up your base camp in this stand-alone game set in the world of *Carnival of Monsters*.

AMI 21755\$19.99

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A WANDERER'S GUIDE TO LIMBOS & MIRAGES

A Wanderer's Guide to Limbos and Mirages is a game supplement for *Afterlife: Wandering Souls*. Within this guide you'll discover even more weird worlds and unlock strange powers for your Wanderer. Delve into what motivates a person to lose all hope and become a member of the Unrequited. Explore the traditions of Tenebris inhabitants and learn what morality means to those living in life after death. Scheduled to ship in March 2021.

AHP 3004\$25.00

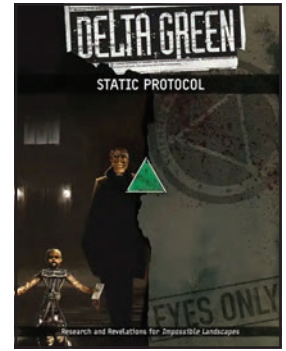
ARC DREAM PUBLISHING



DELTA GREEN RPG: BLACK SITES

Eight scenarios for the award-winning *Delta Green* roleplaying game lock bystanders and Agents alike in unlit rooms with the cosmic terrors of the unnatural. Unwanted survivals rise from death or slumber into the nightmarish life of humanity. An index helps Handlers build broader connections between horrors in their campaigns. *Delta Green: Black Sites* is full-color hardback, 208 pages. Scheduled to ship in March 2021.

APU 8140\$44.99



DELTA GREEN RPG: STATIC PROTOCOL

Have you seen the yellow sign? *The King in Yellow*: A simple play twists thoughts and perceptions, twists reality itself. Its beautiful, poisonous words awaken realizations that make the audience long for the peace of ignorance. It first touched the stage in the dying light of the 19th century and has arisen again and again to bring to human souls the bitter satisfaction of despair. *Static Protocol* is a full-color sourcebook for *Delta Green*, the role-playing game of Lovecraftian horror and conspiracy. Scheduled to ship in April 2021.

APU 8146\$19.99



DELTA GREEN RPG: IMPOSSIBLE LANDSCAPES

A horror freed from an antique book reverberates through reality, shaking things, reordering them and making them run like wax. Doors open to endless Victorian hallways where threats stalk the shadows on clockwork limbs, cold metal seeking the warmth of blood and bone. But don't despair. There is hope. A King waits for us. *Impossible Landscapes* is the first full-length campaign for *Delta Green: The Role-Playing Game*. Four operations sprawl across decades and the immeasurable stretches of nightmare. Harrowing investigations and the bitterest truths test the mettle of the most accomplished Agents. Scheduled to ship in April 2021.

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SPOTLIGHT ON



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NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2573041..... \$95.76

BEADLE AND GRIMM'S



PATHFINDER RPG: COMPLETE CHRONICLES
Combination rulebook and journal for character classes in the Pathfinder game system. Full-size hardcover in PU leather. Scheduled to ship in June 2021.
CLERIC BGR B&GP01..... \$40.00
DRUID BGR B&GP02..... \$40.00
FIGHTER BGR B&GP03..... \$40.00
ROGUE BGR B&GP04..... \$40.00
WIZARD BGR B&GP05..... \$40.00

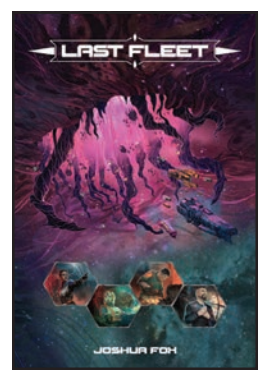
BELLWETHER GAMES



LIONS OF LYDIA
The ancient world is changing. The kingdom of Lydia has minted the world's first gold coin. Bartering and trading will soon be supplanted by coins as the dominant medium of exchange throughout civilization. *Lions of Lydia* is a bag-management and engine-building game about the dawn of currency. As an influential leader, you send merchants out to barter for resources and increase your landholdings. When the nobles arrive, they bring their Lydian Lion coins into play which have unparalleled buying power. To achieve victory, you must manage the merchants in your bag and complement their abilities with the cards in your tableau. Scheduled to ship in January 2021.
BWR 0911..... \$39.99

BLACK ARMADA

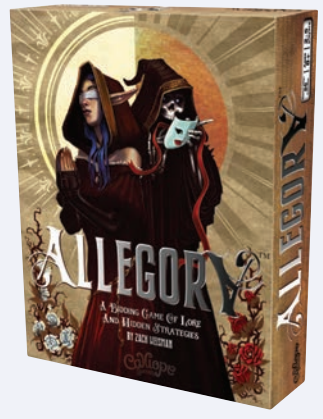
LAST FLEET
The last of humanity are fleeing across space, pursued by the Corax, an implacable alien intelligence that destroyed their civilization. They're outnumbered and outgunned. Supplies are running low. Corax doppelgangers undermine the fleet from within. The actions of a brave few souls are all that stands between humanity and extinction. *Last Fleet* is a tabletop roleplaying game where you play courageous pilots, officers, engineers, politicians and journalists struggling to hold the human race and themselves together under unbelievable pressure. The game focuses on action, intrigue and drama in this high-stakes situation. Scheduled to ship in March 2021.
REGULAR EDITION BAR LF001..... \$35.00
DELUXE BAR LF001D..... \$50.00



CALLIOPE GAMES

SPOTLIGHT ON

ALLEGORY
An allegory tells a captivating story while hiding a deeper, meaningful moral underneath. In the game of *Allegory*, you'll compete with others as renowned authors, each scribing a trilogy of Tales: Nature, Energy, and Spirit. Master the use of Lore to incorporate powerful Themes into your Tales. At the end, you will be rewarded for weaving a hidden Moral throughout all of your Tales, but only the most concise Tale shall become a literary classic for the ages! Scheduled to ship in April 2021.
CLP 143..... PI



ENCHANTED PLUMES
In *Enchanted Plumes*, players strive to complete magical Peacocks by assembling plumes in sparkling rows from top to bottom, using multiple colors of Feather cards while matching cards of the same color from row to row. The player with the most valuable plumes wins the game and is bestowed with the luck of the Peacock! Scheduled to ship in April 2021.
CLP 142..... PI



MASS TRANSIT
Its quittin' time in the Big City, and rush hour is about to begin! It's up to you and your team of urban planners to get all these Commuters home to their families. You will need to skillfully work together to construct transit routes out to the Suburbs, but City Hall bureaucracy limits how much you can help each other! If you can manage the red tape, and your team works like a well-oiled machine in getting everyone home, you will ALL succeed at *Mass Transit*! Scheduled to ship in April 2021.
CLP 141..... PI

CAPSTONE GAMES

FEATURED ITEM



COFFEE TRADERS
1970. It is the dawn of a new era - the future of coffee farming is bright! Empowered with new Fair Trade standards, small-scale coffee farmers from regions around the world have access to new markets. Work with your competitors to develop the regions you see fit for the best coffee beans while keeping a watchful eye on the market. Construct buildings to help your Fair Trade coffee plantations thrive while enhancing your network for trading coffee. Will your plantations fall to ruin or will you rise to the top and become the world's greatest *Coffee Trader*? Scheduled to ship in June 2021.
CSG CTD101..... \$119.95



IRON RAIL: 2 - RIDE THE RAILS - AUSTRALIA & CANADA MAP EXPANSION

In Australia, new Long Distance hexes are available to connect far away cities which provide massive bonuses. The rugged terrain reduces your build capacity even further! In Canada, multiple clusters of cities await your connections. Toronto provides a bonus for all railroad companies connecting there. Scheduled to ship in June 2021.

CSG IR203\$19.95



IRON RAIL: 3 - IBERIAN GAUGE

In *Iberian Gauge*, you will invest in railroad companies during Stock Rounds. In the Operating Rounds, each share of stock allows the shareholder to build track for that company, in the order those shares were purchased. But building in such hostile terrain is expensive! Leasing track from other companies reduces cost and keeps your railroads expanding. Failure to expand will sink your stock values, leading to ruin! Scheduled to ship in June 2021.

CSG IR301\$39.95

JUICY FRUITS

Each of you has a small island paradise, where you make a living growing delicious fruit. Your goal is to gain the most points by fulfilling ships orders and by adding businesses to your island. Clever planning is essential, as fulfilling orders frees valuable space, but you don't want to let your opponents get the pick of the business either! With each play, *Juicy Fruits* poses new exciting puzzles of how to move your tokens most efficiently and how to balance clearing your island, claiming businesses, and finding the right time to thwart your opponents plans.

CSG JF101\$39.95



RORSCHACH

This game, named after the Swiss psychiatrist Herman Rorschach, uses some of his famous inkblot images (and many new ones) to put 2 teams to the test. The teams earn points by correctly guessing how their members paired randomly selected words with these inkblot images. Reading the other players and learning their associations is the key to success, but the real fascination lies in seeing how differently these images can be perceived, and in discussing and explaining the pairings afterwards. A player secretly pairs three words with 3 inkblot images. That players teammates choose one of the images and guess the words. Before the word is revealed, the other team gets a shot at guessing and stealing points.

CSG ROR101\$29.95

CEPHALOFAIR GAMES

GLOOMHAVEN: JAWS OF THE LION REMOVABLE STICKER SET & MAP

Reset, replay, or resell your copy of *Gloomhaven: Jaws of the Lion* with this set of high quality removable vinyl stickers and city map board from Cephalofair. Featuring non-transferring adhesive, these stickers can be removed without damaging or tearing components. Scheduled to ship in May 2021.

CPH 0502\$8.50



Cooper Island

a strategy game by ode.

for 2 to 4 players, aged 12 and up

FG1010
MSRP: \$69.95

www.capstone-games.com



GLOOMHAVEN: THE BLACK BARROW PUZZLE (1000 PIECE)

Your job was easy: infiltrate the Black Barrow hideout and recover Jeksarrah's stolen scrolls. Little did you know that crypts overflowing with bandits and living corpses were the least of the dangers that awaited you on your adventure through Gloomhaven. Scheduled to ship in May 2021.

CPH 0701 \$19.99

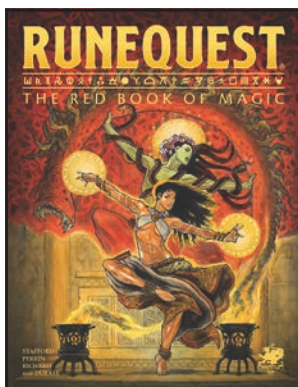
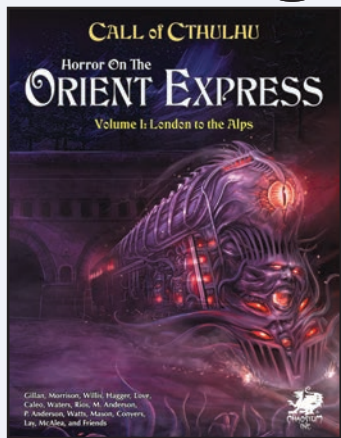
CHAOSIUM

SPOTLIGHT ON

CALL OF CTHULHU: HORROR ON THE ORIENT EXPRESS

Back by popular demand in a new format! *Horror on the Orient Express* contains a massive and legendary campaign, of up to nineteen adventures and more than 700 pages, for *Call of Cthulhu 7th Edition*. Beginning in 1920's London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home. Two-Volume Hardcover book set includes the complete campaign & player handouts. 24 x 18 inch full color Poster Map. Scheduled to ship in June 2021.

CHA 23130-SET \$89.99



RUNEQUEST RPG: THE RED BOOK OF MAGIC

Dive into the ultimate guide to magic for *RuneQuest*! Penned by Zzabur, the Sorcerer Supreme himself, *The Red Book of Magic* is the indispensable source for expanded Rune & Spirit magic. It's an essential expansion to the *RuneQuest* experience for players and Gamemasters alike. Scheduled to ship in June 2021.

CHA 4034-H \$34.99

CORVUS BELLI

INFINITY



KALDSTROM SCENERY EXPANSION PACK

CVB 285069 \$35.99

NA2 MONSTRUCKERS (BOARDING SHOTGUN)

CVB 280752-0869 \$15.99



NOMADS CASSANDRA KUSANAGI (SPITFIRE)

CVB 281508-0865 \$15.49



PANOCEANIA BOOSTER PACK BETA

CVB 281219-0867 \$40.99



012 NYOKA ASSAULT TROOPS

CVB 282011-0868 \$47.99



YU JING BOOSTER PACK BETA

CVB 281319-0866 \$45.49

CROWD GAMES

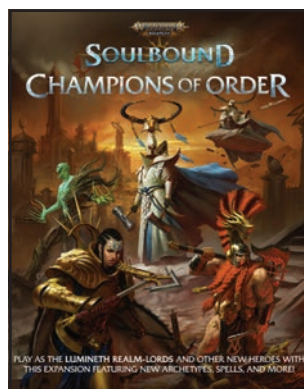
WINTER QUEEN: MINI EXPANSIONS

Gratitudes: The residents of the realm are ever grateful to the wizards and their efforts to protect the land from misfortune. Now every crystal you place in the Queendom grants you new possibilities! Royal Jewelry: After casting spells, only colorful fragments remain from the enchanted crystals. However, they still carry a drop of magical essence that can be used to turn jewels from the Royal Treasury into powerful artifacts! Great Wizard: Royal wizards don't just compete against each other. Sometimes they are sent on personal errands for the Winter Queen such as laying out special patterns of magical ice crystals. You will need to work hard to impress your Queen! Scheduled to ship in June 2021.

CGA 05002 \$15.00



CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: CHAMPIONS OF ORDER

Champions of Order gives players a wealth of new options for creating characters for *Warhammer Age of Sigmar - Soulbound* and features new Archetypes, new Talents, and devastating new spells. It's packed with content and options to expand on your *Soulbound* game. The book includes an expanded look at the *Soulbound* and their history, details on the mysterious Binding ritual that links the heroes' souls together, and tables filled with sample Short and Long-term Goals for your hero. Scheduled to ship in May 2021.

CB7 2518 \$39.99



WARHAMMER 40K WRATH & GLORY RPG: FORSAKEN SYSTEM PLAYER'S GUIDE

Cut off from the might of the Imperium by the Great Rift, and beset on all sides by the daemonic forces that emerge from the tear in reality, the Gilead System stands as a bastion of faith in the Emperor. Unable to call for reinforcements or escape the System, the citizens of these planets fight to preserve the Imperial Creed as they battle back the vile xenos, corrupted renegades, and foul daemons that assail them. But even as the Imperium's diverse factions unite in this time of desperation, the rifts between them grow. With the Emperor's watchful gaze obscured by the Great Rift, powerful opportunists pursue their own goals, and reignite old rivalries. Scheduled to ship in May 2021.

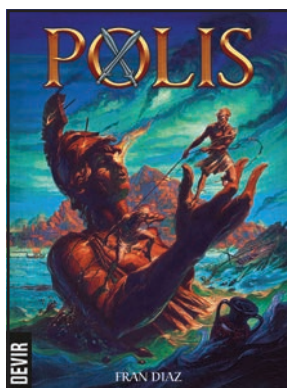
CB7 2602 \$39.99

DEVIR AMERICAS

POLIS

5th Century BC: When Athens and the Delian League clashed with Sparta and the Peloponnesian League. In this civilization-shattering conflict, military prowess was only as important as managing a strong alliance and feeding the population... all while keeping the cultural and political engines running! In this game, you control the gate of either Athens or Sparta, expanding the power of your League, attracting other Poleis to your side (either by diplomacy or force) and keeping an eye on trade and cultural progress as you seek to gain any advantage in this unique battle for hegemony! Scheduled to ship in March 2021.

DVR DEVPOLIS \$69.99



DRACO IDEAS



SCOPE: STALINGRAD

SCOPE, set in the Battle of Stalingrad, where players take on the role of sniper on both sides. The objective of the game is to eliminate the enemy snipers or enemy troops for a total value of points depending on the scenario being played. A fast and immersive game of 5-15 minutes per match, with various levels of difficulty and rules that are explained in two minutes on the clock. When you try it, you won't be able to stop playing it. SCOPE is a game of strategy, cunning, and bluffing that will make you

feel like a real sniper, searching and selecting your targets well, then shooting and changing position so as not to be discovered and eliminated. And free card sleeves! Scheduled to ship in March 2021.

DOI SCOPE \$20.00

EVERYTHING EPIC GAMES

THE LIBRARIANS ADVENTURE CARD GAME

The Librarians: Adventure Card Game is an all new Licensed Card and Board Game based on the hit TV Series - 'The Librarians'. This game offers an immersive co-op/solo experience for 1-4 players. Illustrated using tons of High Quality Stills from 4 Seasons of the TV show and the films, with clean icons and an intuitive layout, it will take you on a fantastic journey set in the action adventure family friendly universe of The Librarians! Scheduled to ship in January 2021.

EEG LIBCORE01 \$64.99



My family is better than your family!

By
Eric M. Lang

Game play
20+
minutes

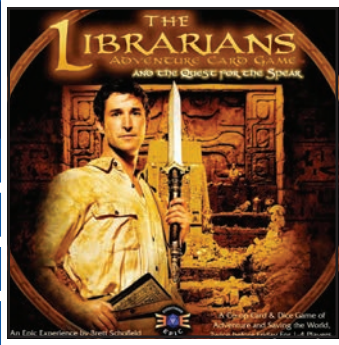
Ages
8+

2-6
players

www.CalliopeGames.com



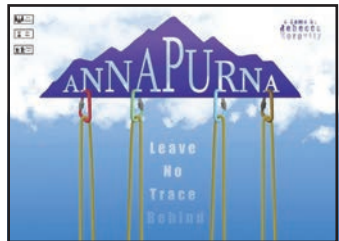
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THE LIBRARIANS ADVENTURE CARD GAME: QUEST FOR THE SPEAR

The Librarians: Quest for the Spear - Expansion 1 includes: The Flynn Carsen and Nicole Noone player decks as well as an all new fully replayable Adventure Mission to embark on! Scheduled to ship in January 2021.
EEG LIBEXP01\$39.99

FIAT LUCRA



ANNAPURNA
Annapurna is a tactical game utilizing chance, memory, and a modular board to create a fun game about climbing the world's most dangerous mountain. It can be played either Cooperatively (great for learning and younger players) or Competitively (for those who are into 'take that' mechanics). It has a high replayability and becomes richer as players learn to take full advantage of all their options. Each expedition involves multiple climbs to the summit, and the goal of maintaining balance, rather than race to the top, allows players to make a comeback even if they are in last place. *Annapurna* is family friendly, as competitive as you want it to be, and a perfect addition to any game night.
FIL UA001\$25.00

FLYING FROG PRODUCTIONS

SHADOWS OF BRIMSTONE



HERO PACK FRONTIER DOC
FFP 07H08\$21.95



HERO PACK ORPHAN
FFP 07H03\$21.95

FORMAL FERRET GAMES



THE RIVAL NETWORKS
The Rival Networks is a standalone two-player version of *The Networks*. Much of the original's gameplay is preserved, but streamlined so that it plays in 30-45 minutes. You and your opponent each have a display of 3 Timeslots, and at the start of the game, they show your starting 3 (terrible) Shows. There is also a Goal Card showing for the current Season, with 3 Goals available to hit (like winning a particular Timeslot, or having more Stars on your Shows than your opponent). On your turn, you will pick one new Show from a display of 3, and use it to replace one of your existing Shows, which moves to your Reruns. Scheduled to ship in June 2021.
FRM NETW08\$30.00

FREE LEAGUE PUBLISHING



SYMBAROUM RPG: STARTER SET
Enter the wondrous world of Symbaroum! This boxed starter set for the *Symbaroum* roleplaying game is designed to let you and your friends experience treasure hunts and expeditions in the dark and mysterious forest of Davokar, featuring two ready-made adventure sites for you to explore and guidelines for creating your own treasure hunt adventures. Scheduled to ship in April 2021.
FLF SYM017\$39.99

GALAKTA



WASTE KNIGHTS: SECOND EDITION
Waste Knights: Second Edition is set in dystopian Australia destroyed by experiments of a powerful corporation. Each player becomes a rugged hero traveling through the wasteland, facing unnatural weather and enemies forged in long-forgotten laboratories as well as experiencing adventures full of dramatic choices. Scheduled to ship in May 2021.
AGS EN_WK2\$85.00

GALE FORCE NINE

ALIENS
Scheduled to ship in March 2021.

SPOTLIGHT ON



ALIEN QUEEN
GF9 ALIENS08\$15.00

SPOTLIGHT ON



ALIEN WARRIORS
GF9 ALIENS07\$25.00

SPOTLIGHT ON



HEROES OF HADLEY'S HOPE
GF9 ALIENS05\$25.00

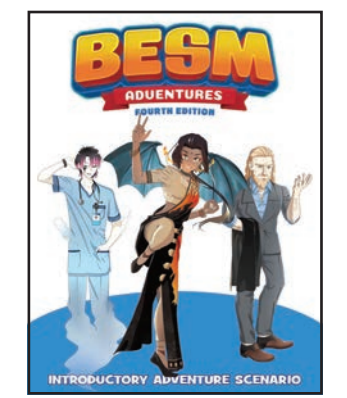


SULACO SURVIVORS
GF9 ALIENS06\$15.00

GOOD GAMES PUBLISHING

LAND VS SEA
Scheduled to ship in June 2021.
GOP 014\$24.99

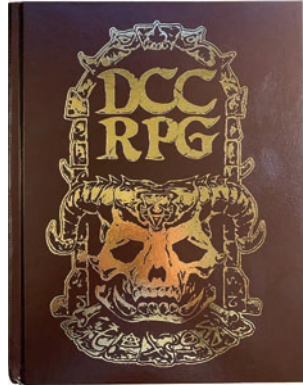
GLOBAL GAMES



BIG EYES, SMALL MOUTH RPG 4TH EDITION: ADVENTURES
Welcome to Carousel Obscura – the first story module in the *BESM Adventures* line. When the characters are summoned across dimensions from their homeworld of Molybdos to the strange fantasy world, Magenta, they gain wondrous supernatural abilities. Scheduled to ship in April 2021.
GGD JPG811\$14.95



NARUTO NINJA ARENA
Naruto : Ninja Arena is the first game using the Roll & Clash system. During the game, you throw your dice as quickly as you can and use the results to activate Techniques without stopping the game. Everyone plays at the same time in a frantic battle to be the last Ninja Standing! Scheduled to ship in April 2021.
GGD JPG502\$39.95



| | |
|-----------------|---------|
| GMG 50006 | \$99.99 |
|-----------------|---------|

RENEGADE
Games

KANE KLENKO
FLUX
THE COOPERATIVE GAME OF SPEED AND STRATEGY

SAVE YOUR SHIP FROM
TOTAL DESTRUCTION!

PLAYERS: 1-5 AGES: 13+ TIME: 10 MIN

RENEGADE
GAME STUDIOS

"This is one of the best of this genre."
- Tom Vasel, *Dice Tower*

**SAVE YOUR SHIP FROM
TOTAL DESTRUCTION!**

AVAILABLE NOW!

MSRP \$30 Ages 14+ 2-4 Players 30-45 min

RENEGADE
GAME STUDIOS

www.renegadegames.com

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IDW
GAMES



NEW!
RELEASE

GALAXY HUNTERS

In *Galaxy Hunters*, 2–4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes four large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters'* inventive neural-link system
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!



NEW!
RELEASE

GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the *New Ways To Hunt* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a 5th player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains
- Increase your Power Level to gain access to power Transformations
- Techniques provide unique abilities that modify your attack rolls
- Requires *Galaxy Hunters* Base Game to play
- Includes one additional Battle Mech Miniature!



IDW 01997.....\$29.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!



FAN
FAVORITE!

GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghosts, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players to travel all over New York City to bust baddies and keep the mass hysteria to a minimum



IDW 01678.....\$39.99

AVAILABLE NOW!

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

WWW.IDWGAMES.COM



BATMAN: THE ANIMATED SERIES— SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series—Shadow of the Bat* lets 1-4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios.
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains.



IDW 01932.....\$124.99

DESIGNER: PETE WALSH & KEVIN WILSON
ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

PRE-ORDER NOW!



BATMAN: THE ANIMATED SERIES— ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series—Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios.
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series—Shadow of the Bat* is required to play this expansion.



IDW 01934.....\$59.99

DESIGNER: PETE WALSH & KEVIN WILSON
ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

PRE-ORDER NOW!

BATMAN: THE ANIMATED SERIES— ROGUES GALLERY

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains—the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!



IDW 01658.....\$34.99

AVAILABLE NOW!

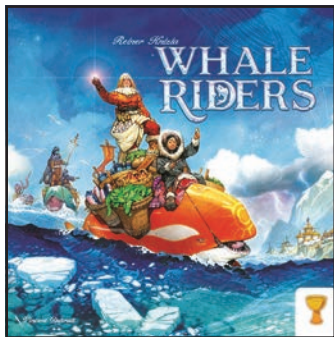
DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST/COVER: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY



WWW.IDWGAMES.COM



GRAIL GAMES



WHALE RIDERS

You are a Whale Rider. For generations your people have known and lived with the ice whales and together, have bought and traded at the busy ports along the fabled Ice Coast. You are honoured to be the latest in your family to sail with the whales. But the ice is thickening and the glaciers are moving. A deep winter is coming - the fiercest for centuries. You decide to ride your mount one final time before the snows come, to buy and sell as much as you can and maybe even collect some precious pearls along the way. *Whale Riders* is a new design with a classic feel from famed game designer Reiner Knizia. Scheduled to ship in April 2021.

GRL 3123.....\$30.00

IELLO



LITTLE FACTORY

Produce or trade resources to acquire more valuable ones! Erect buildings that make it easier for you to get new resources and victory points. Buy, produce, trade, resell and build all that in a deck of cards! *Little Factory* is an easy-to-learn resource management game, that is nonetheless strategic and has an excellent depth of play. Taking place in the universe of *Little Town*, in the same ultra-compact format, brought to us by the authors of *Little Town*! IEL 51834.....\$19.99



STICKY CTHULHU

Cthulhu has been awakened, and now, its time to eat! The Ancient One spreads his tentacles and devours anything he can grab! *Sticky Cthulhu* takes the fun of *Sticky Chameleon* in a version more insane than ever! Roll the dice, catch (and eat) the Cultists, and make your opponents go crazy! Electrifying, delirious, slimy: *Sticky Cthulhu* is insanely hilarious! IEL 51816.....\$19.99

INDIE BOARDS & CARDS

SPOTLIGHT ON



SHERLOCK FILES:

VOL. IV - FATAL FRONTIERS

Are you a modern mastermind detective? *The Sherlock Files: Fatal Frontiers* includes three new confounding cases for you to solve, all taking place in Tornado Town, a place full of quarrels, cowboys, and cahoots. First, you will delve into the sordid history of a mine rumored to be cursed. Next, you will unearth the truth of who has been desecrating

graves in the Tornado Town cemetery. Finally, you will investigate a fatal duel that killed both participants at sunrise. Decipher clues to determine which are relevant to the case and which are not. Share what you deem relevant with your detective partners. Which theories will you chase? How will you fare compared to the world's greatest detective? Work together to solve each case and find out! Scheduled to ship in June 2021.

IBC SFF01\$24.99

JACK DIRE STUDIOS

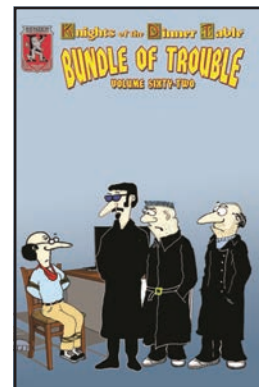


GATEFALL: CHAPTER ONE - FANTASY VS POST-APOCALYPTIC

Gatefall: Chapter One - Fantasy vs Post-Apocalyptic is a strategic miniatures game of tactics, deck building, and resource management. In the game, a rift has opened between worlds, causing a war between very different kinds of characters. The base game mode is designed for two players to fight head-to-head. Arena mode lets 2-8 players fight one another in a battle royale setting. Scheduled to ship in June 2021.

JDS GFC001.....\$59.00

KENZER & COMPANY



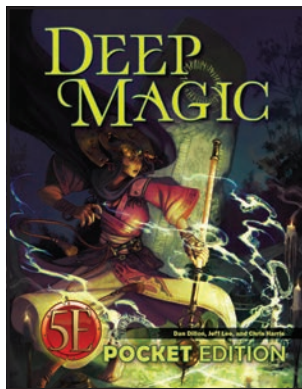
KNIGHTS OF THE DINNER TABLE: BUNDLE OF TROUBLE

This new perfect bound trade paperback contains four full issues worth of classic strips from *Knights of the Dinner Table* #219 to #222! Whether these are new to you or you simply prefer to follow the series in a distilled book format, it's always a great time to pick up these hysterically funny strips, so don't miss out on this incredible addition to any gamer's bookshelf! Scheduled to ship in April 2021.

VOLUME 61 KEN 761.....\$14.99

VOLUME 62 KEN 762.....\$14.99

KOBOLD PRESS



DEEP MAGIC (POCKET EDITION) (5E)

This tome collects, updates, tweaks, and expands every awesome spell, cantrip, and glamour derived from years of the *Deep Magic* for 5th Edition series — more than 700 new and compiled spells. And it adds a lot more: 20 divine domains, new arcane subclasses like the infernal and time mage, expanded familiars and conjured servants, arcane traps, and yes, even more new spells. This tome is not just for wizards and sorcerers. *Deep Magic* for 5th Edition also expands the horizons for warlocks, bards, clerics, druids, and even for rangers and paladins with something new for every casting class! Scheduled to ship in June 2021.

PZO KOB9139PE.....\$24.99

KOBOLD GUIDE TO MONSTERS

The ENNIE Award-winning *Kobold Guide* series returns with *The Kobold Guide to Monsters*! This definitive tome about tabletop RPG creature creation and their use at the gaming table contains invaluable insight and advice from some of the top minds in roleplaying game design today. Scheduled to ship in May 2021.

PZO KOB9047\$19.99



KOLOSSAL GAMES



RUINATION

The world ended so long ago that none remember its name. From its ashes rose the Khanate, whose citadel guards the last aquifer. The immortal Khan commands that only the most worthy may drink from its waters. Thus the hordes ready themselves for battle. Win, and lead your people onward... Die, and be forgotten! *Ruination* is a 2-4 player area control

and civilization game set in post-apocalyptic Eurasia. Using an innovative action system, players will gather resources to acquire advantages from the wreckage of the world before, bolster their armies with powerful exiles, and march across The Wasteland to war. Only the strongest and most canny horde will rule beside the Khan in this new world. Scheduled to ship in March 2021.

KLK RUI001EN \$90.00

RUINATION: THE WORLD THAT WAS EXPANSION

This expansion includes all of the unlocked stretch goals from the 2020 Kickstarter campaign. Requires base game to play. Scheduled to ship in March 2021.

KLK RUI002EN \$30.00



LEGENDARY GAMES



THE DRAGON'S HOARD (5E)

Magic, Monsters, and More! *The Dragon's Hoard* is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! In this month's features you'll find: The Treasure Trove, featuring magnificent magic items like the burning skull mace, blade of the black desert, wand of visibility, and cuirass of miracles! Baskers Books, featuring new spells for almost every 5E spellcaster like deathless defenders, invisibility well, haunted ruin, and spellguard watchtower! Marvelous Monsters, featuring killer creatures across every challenge level like the bogeyman, glisterfae, and ioun golem! Scheduled to ship in April 2021.

#1
LGP 466DH015E \$12.99

#2
LGP 468DH025E \$11.99

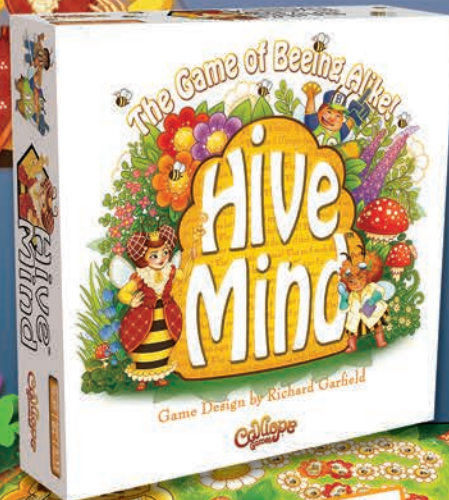


EPIC TREASURES (5E)

Treasures Fit for a Legend. Legendary adventures deserve truly legendary treasures, and *Epic Treasures* brings you a spectacular set of over 60 magnificent magic items to adorn your 5E campaign. Each one offers exciting and dynamic options drawn from myth, legend, literature, and gaming history, like the dread fangs of the hydra and yoke of the brazen bull, including an array of items inspired by cultures around the world like the crane kimono. Every item has detailed powers and effects for heroes of every level, but all have additional abilities that can be unlocked only by those mighty mythic adventurers with the touch of destiny. Scheduled to ship in March 2021.

LGP 385MY675E \$13.99

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**LEGENDARY PLANET: MIND TYRANTS OF THE MERCILESS MOONS (STARFINDER)**

Mind Tyrants of the Merciless Moons is an adventure for 17th to 19th-level characters using the *Starfinder Roleplaying Game*. The latest chapter in the amazing *Legendary Planet Adventure Path*, a spectacular sword-and-planet saga from *Legendary Games* blending sci-fi and fantasy, magic and machines with an exciting pulp sensibility and style. *Mind Tyrants of the Merciless Moons* includes not only a massive interplanetary adventure but also brand-new monsters, magic, and technology, along with a full gazetteer of the domed city of Emirist-Tar and its inhabitants and the weirdling spirit vortices of Qanna, plus an ongoing fiction series. Scheduled to ship in March 2021.

LGP 208LP08SF \$24.99

LEGENDARY PLANET: PLAYER'S GUIDE (PF2)

The *Legendary Planet Player's Guide* offers an amazing array of all-new options for *Pathfinder Second Edition* adventure, including four fantastic ancestries complete with over 60 ancestry feats and heritages, special equipment, and more! You'll find everything you need to use the clockwork-cybernetic auttaine, the chlorvian plant people, the four-armed psychic tretharri, and the mischievous winged reptilian zvarr in any campaign from fantasy to sci-fi. Scheduled to ship in March 2021.

LGP 201LP01PF2 \$14.99

**LEGENDARY PLANET: TO KILL A STAR (STARFINDER)**

To Kill a Star is an adventure for 19th to 20th-level characters using the *Starfinder Roleplaying Game*. This is the double-sized final chapter in the amazing *Legendary Planet Adventure Path*, a spectacular sword-and-planet saga from *Legendary Games* blending sci-fi and fantasy, magic and machines with an exciting pulp sensibility and style. *To Kill a Star* includes not only a massive interstellar adventure but also brand-new monsters, magic, and technology, including rules for explosives and heavy weapons, a full gazetteer of a star-spanning Dyson sphere and its inhabitants, and an ongoing fiction series. Scheduled to ship in March 2021.

LGP 209LP09SF \$34.99

MYTHOS MONSTERS (5E)

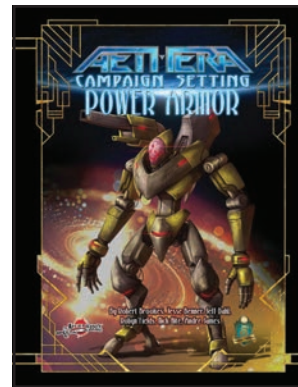
Terror from Beyond the Stars! *Mythos Monsters* brings over 40 eldritch abominations from the dark places beyond the stars to your *5E* campaign, with beautiful artwork for every one! Unleash the mind-bending majesty of the Lovecraft myths on an unsuspecting world, with mythos minions like the deep ones, faceless stalkers, and the hideous hybrid blood of Yog-Sothoth and inhuman horrors like shantaks, gugs, nightgaunts, and the hounds of Tindalos, or terrifying titans like bholes, primal shoggoths, and flying polyps. The stars are right to pick up this spectacular 74-page monster supplement for *5th Edition* and *Make Your Game Legendary!* Scheduled to ship in March 2021.

LGP 454HO04SE \$19.99

**PLANT SYMBIONTS (STARFINDER)**

Infuse your equipment with root and vine, and bond a personal symbiont to your character to grant them new abilities, including simple symbiont companions and a dozen fully described symbiont creatures from aircuits and flight packs to grappling claws and living armor, which can be used as standalone creatures or bonded to provide special abilities to their hosts. Cultivate amazing new character options with this 20-page *Starfinder* supplement and *Make Your Game Legendary!* Scheduled to ship in March 2021.

LGP 450ACS07SF \$10.99

**POWER ARMOR (5E)**

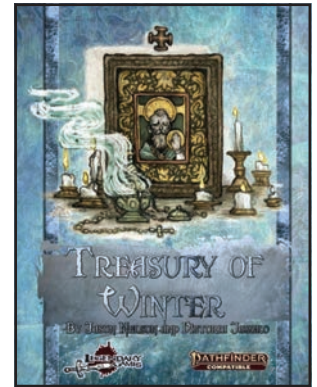
Customize your armored suit with three dozen special accessories, heavy weaponry, and projectiles from boost thrusters, grenade launchers, and rail guns with entropic, hellbore, and zombiemaker ammunition, or augment your character with cybernetic automata like implanted weaponry and quickstrider legs. Whether you play full-on sci-fi or blend future tech with fantasy, this 26-page *5th Edition* supplement will *Make Your Game Legendary!* Scheduled to ship in March 2021.

LGP 4484ACS06SE \$13.99

**TREASURY OF THE CRUSADE (PF2)**

The *Treasury of the Crusade* brings you over 30 new magical items for *Pathfinder Second Edition*, each perfect to gear up for a righteous crusade where valorous guardians of the mortal realms stand in defiant resistance against the encroaching armies of the demon lords. They range in power from simple trinkets and tokens and magical signaling devices to mighty weapons and powerful artifacts. Some are emblematic of glorious goodness, while others reek of ineffable evil and demonic damnation, but every one can serve to make your campaign more exciting and your treasure hoards more interesting. Scheduled to ship in April 2021.

LGP 149WR05PF2 \$10.99

**TREASURY OF WINTER (PF2)**

The *Treasury of Winter* brings you three dozen magical items ideal for any *Pathfinder Second Edition* campaign but especially suited to adventures into the icy lands of the north, where frozen fey and winter witches rule a cold-hearted kingdom and seek to spread their wintry reach across this world and beyond. Even beyond the general themes of frost and fey, these treasures draw upon Russian myth, legend, and folk traditions, as befits a campaign where meeting Baba Yaga herself is a definite possibility, and where the veil between worlds dissolves to the point that heroes from a world of magic might venture forth to a war-torn world like our own on the trail of the queen of witches herself! Scheduled to ship in March 2021.

LGP 250WW02PF2 \$11.99

LOKE BATTLE MATS**BOX OF ADVENTURE: VALLEY OF PERIL**

Loke's Box of Adventure is a Magnetically sealed box of Battle Maps and cut out tokens. With 24 maps and 300+ cut out tokens this is the essential terrain and tokens you need to run a fantasy RPG Adventure! The maps are modular, so you can play each map individually or line them up to create larger encounter areas to suit your adventure! There are also hundreds of cut out tokens of monsters and adversaries, so you have everything you need at your fingertips. Scheduled to ship in June 2021.

LBM 021 \$32.00

LUDICREATIONS



CRISIS (DELUXE EDITION)

CRISIS is a turn-based game for 1-5 players who assume the roles of businessmen, trying to rebuild their businesses and create value at a particularly challenging time. By skillfully placing their managers in a position to invest in companies, trade resources, and navigate the local bureaucracy and regulations, they can thrive and prosper in a time when others might struggle and decline.

LDR 1814000\$69.95

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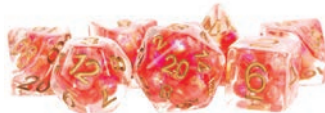
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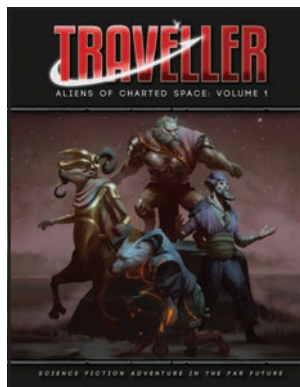
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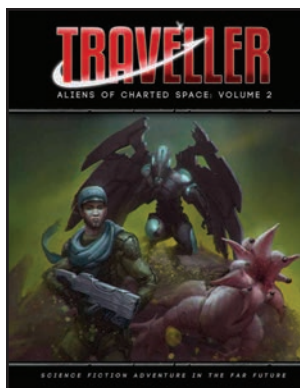
MONGOOSE PUBLISHING



TRAVELLER RPG: ALIENS OF CHARTED SPACE - VOLUME 1

Aliens of Charted Space Volume 1 details four spacefaring cultures, three of them alien and one curiously familiar. These are the Zhodani, humans transplanted from Earth to develop in far-off Zhdant. Their well-ordered society is very different to the squabbling mini-states of the Vargr despite sharing a common Terran ancestry. The Aslan and the KKree, meanwhile, are polar opposites; proud warriors and militant herd-creatures. This book contains rules for creating Travellers from each of these alien races, High Guard additions and new ships, and Central Supply Catalogue entries for their new equipment. Scheduled to ship in March 2021.

MGP 40047\$59.99



TRAVELLER RPG: ALIENS OF CHARTED SPACE - VOLUME 2

Aliens of Charted Space 2 details three of the most misunderstood cultures of Charted Space: the Solomani, the Droyne and the Hivers. *Aliens of Charted Space Volume 2* shows the motivations and long-term plans of the Hive Federation. Scheduled to ship in April 2021.

MGP 40049\$59.99



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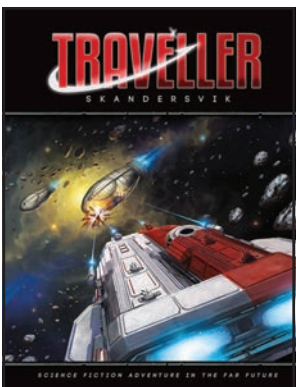
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TRAVELLER RPG: SKANDERSVIK

Skandersvik is a complete campaign for Sword Worlds Travellers. As crewmembers aboard the merchant cruiser Skander they will voyage through Darrian and Five Sisters subsectors, into District 268 and finally home again. There is money to be made and glory to be earned on such an expedition, but it is not without its hazards. Skandersvik provides a background to the mission, the ship and her crew, creating many opportunities for incidents, side trips and mishaps along the way. There is far more to this expedition than trading profits and a payday at the end. Scheduled to ship in March 2021.

MGP 40039\$49.99

MONTE COOK GAMES



ARCANA OF THE ANCIENTS: WHERE THE MACHINES WAIT

They call it the Grave of the Machines. An underground mausoleum of the ancients, filled with their wondrous devices and strange magic. Those bold enough to venture into its depths (and return) spin tales of sights and encounters so astonishing they could not possibly be boasts or mere fiction. And they say its riches are as vast and unfathomable as its depths. Venture into the Grave of the Machines, if you dare, for adventure unlike any you'll find in typical ruins or dungeons. Where the Machines Wait is a mega-adventure for 5e for characters of roughly 5th level. Scheduled to ship in June 2021.

MKG 249\$29.99

PTOLUS: MONTE COOK'S CITY BY THE SPIRE - GM SCREEN

GM Screen for Ptolus. Scheduled to ship in June 2021.

MKG 269\$17.99

NERDBURGER GAMES



GOOD STRONG HANDS

Good Strong Hands is a fantasy tabletop roleplaying game where you portray fantastic creatures and their newly arrived human allies working to save your home of Reverie from destruction by the faceless, malevolent force known only as the Void. While Reverie is a land of the fantastic, filled with whimsy, it is also beset by this sinister, destructive force. Characters will be constantly tempted by the Void's corruption, even as they fight to end it. The stories you tell will be those of friendship, teamwork, self-empowerment, overcoming harmful forces, and dealing with a world in crisis. As you play, you'll help the GM build the world of Reverie, filling in details as your characters struggle to save it with your good, strong hands. Scheduled to ship in April 2021.

NBG GSH001\$39.99

ONYX PATH PUBLISHING



CONTAGION CHRONICLE

The Contagion Chronicle is an overarching compendium of chronicle hooks, riveting settings, and Storyteller aids to help present all the Chronicles of Darkness game lines with one consistent story. In the chronicle, the Contagion acts as a motivational force and inspires the formation of factions where vampires, werewolves, mages, mummies, etc. come together in new and unique ways. The Contagion Chronicle will include all the rules you need to combine the various protagonists from the Chronicles of Darkness game line. It features Vampire: The Requiem, Werewolf: The Forsaken, Mage: The Awakening, and all the other lines from Promethean: The Created to Deviant: The Renegades! Scheduled to ship in April 2021.

ONX COFD006\$50.00



PIRATES OF PUGMIRE

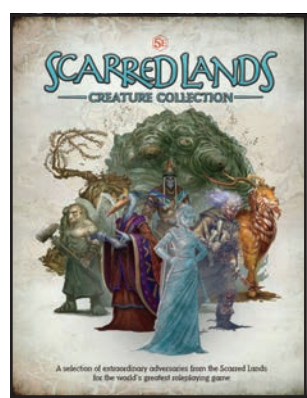
Pugmire is a light-hearted and family-friendly fantasy world. Its one of the first of Onyx Paths creator-owned games, produced in a partnership with Eddy Webb and Pugsteady. Pirates of Pugmire is a chronicle sourcebook for both Pugmire and Monarchies of Mau. It's usable in either game, or as part of a joint experience. Some highlights include: Two new species for players to enjoy: lizards and birds; Six new callings, including two for dogs and two for cats; Rules for building, sailing, and sinking ships; A trove of new allies, enemies, and treasures; Information on Waterdog Port and Port Matthew; Going on the Account, a chronicle of three new adventures, taking characters from 1st through 6th level. Scheduled to ship in April 2021.

ONX PUG014\$45.00

PIRATES OF PUGMIRE SCREEN

Pirates of Pugmire Screen is a sturdy three-panel screen featuring evocative art on the outer side, and a selection of charts and other info on the inside to make the Storytellers job a little bit easier. Inside are 8 pages of content designed to enhance game play. Scheduled to ship in April 2021.

ONX PUG014S\$20.00



SCARRED LANDS: CREATURE COLLECTION (5E)

The Creature Collection 5E presents more than 175 creatures from the Scarred Lands setting, each painstakingly updated to work perfectly with the 5th Edition rules, each illustrated in full color. The Creature Collection 5E features a host of tools to help you find the perfect monster for the encounter you're building. Also included are an appendices of battle maps, encounter seeds and a Challenge Rating index. While the monsters herein are taken from the various Scarred Lands supplements released down the years, they can easily enhance any setting or campaign. Scheduled to ship in April 2021.

ONX SL020\$50.00



THEY CAME FROM BENEATH THE SEA RPG

They Came From Beneath the Sea! is a new tabletop roleplaying game encompassing the wonder, horror, thrills, and hilarity of 1950s science fiction. This game They Came From Beneath the Sea! is a tabletop roleplaying game in which the players, as humans, live in a world under increasing attack. The attackers? Aliens from beneath the sea, obviously! They Came From Beneath the Sea! is powered by Onyx Path's Storypath system, and includes all the rules you need to play as a two-fisted hero dealing with alien threats, including rules for creating characters with a mix of Origins to customize your Archetype. Scheduled to ship in April 2021.

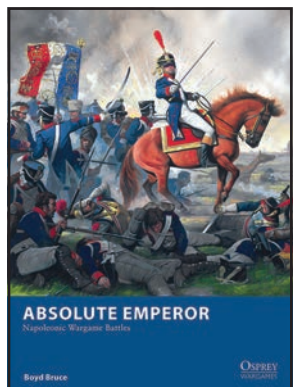
ONX THEY001\$50.00

THEY CAME FROM BENEATH THE SEA RPG: SCREEN

The They Came From Beneath the Sea! Screen is a sturdy three-panel screen featuring evocative art on the outer side, and a selection of charts and other info on the inside to make the Storytellers job a little bit easier. Inside are 8 pages of content designed to enhance game play. Scheduled to ship in April 2021.

ONX THEY001S\$20.00

OSPREY GAMES



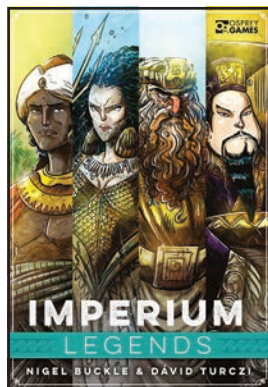
ABSOLUTE EMPEROR

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher. Scheduled to ship in June 2021.

OSP 837684\$20.00



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IMPERIUM: CLASSICS

Imperium: Classics is a standalone game that contains the Carthaginian, Celt, Greek, Macedonian, Persian, Roman, Scythian, and Viking civilizations and an individual solo opponent behaving as each nation. It is fully compatible with *Imperium: Legends* for players wanting to expand their pool of civilizations even further. Scheduled to ship in June 2021.

OSP GAM039\$40.00

IMPERIUM: LEGENDS

Imperium: Legends is a standalone game that contains the three most challenging civilizations in *Imperium* – the Arthurians, Utopians, and Atlantians – as well as the Egyptians, Mauryan, Minoan, Olmec, and Qin civilizations, each of which can be played against solo. It is fully compatible with *Imperium: Classics* for players wanting to expand their pool of civilizations even further. Scheduled to ship in June 2021.

OSP GAM038\$40.00



JACKALS RPG: THE FALL OF THE CHILDREN OF BRONZE

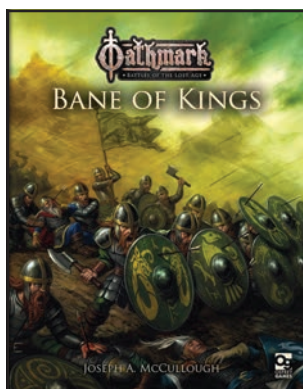
An epic campaign for *Jackals*, the sword & sorcery roleplaying game set in a Fantasy Bronze Age inspired by the legends and cultures of the ancient Near East. *The Fall of the Children of Bronze* is a grand campaign for *Jackals*, and includes 14 adventures spanning 9 years. Players will explore the ancient myths and legends of the War Road, from the bustling streets of Ameena Noani in the north and Sentem in the south, to abandoned temples in the wastes, and caverns deep within the earth. They will encounter beings and powers from the past – ancient but far from dormant – and come face to face with the hidden hand that would the Law of Men torn down and chaos brought to the Zaharets. Scheduled to ship in June 2021.

OSP RPG006\$35.00

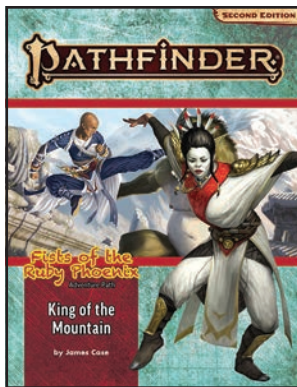
OATHMARK: BANE OF KINGS

Time is the bane of all kings. Always does it march forward, bringing change and challenges, wars and disasters, invaders and internal rebellion. This supplement for *Oathmark: Battles of the Last Age*, focuses on the passage of time and its effect on a player's kingdom. While wars and battle still determine their ultimate fate, many other events can affect the armies of a kingdom. Scheduled to ship in June 2021.

OSP OAK004\$30.00



PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - FISTS OF THE RUBY PHOENIX PART 3 - KING OF THE MOUNTAIN (P2)

King of the Mountain is a *Pathfinder* adventure for four 18th-level characters. This adventure concludes the Ruby Phoenix Tournament Adventure Path, a three-part monthly campaign in which the players compete in Golarion's most amazing international fighting tournament. This adventure also includes a gazetteer of exciting demiplanes found across Golarion, inspiring lore about the epic fighting tournaments in other corners of the multiverse, and a mountain of new monsters. Scheduled to ship in June 2021.

PZO 90168\$24.99

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PATHFINDER RPG: FLIP-MAT CLASSICS - MUSEUM

While a museum is meant to be a place of learning and wonder, it's no surprise at just how often adventures pop up within them! There's always a fresh new surprise waiting at the museum, and no Game Master wants to put the action on pause to draw every exhibition room and display case. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the heroes are simply visiting the museum to research a mystery or have been hired to handle a problem within an exhibit itself, this double-sided combat map features a classic museum for you to use at your table. Scheduled to ship in June 2021.

PZO 31035.....\$14.99



PATHFINDER RPG: PAWNS - ABOMINATION VAULTS PAWN COLLECTION (P2)

The *Abomination Vaults Pawn Collection* features more than 150 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the *Abomination Vaults* campaign, including creepy aberrations, sneaky hunters, subterranean horrors, and cautious allies that might spell the difference between victory and death in the darkness! With tons of distinct images, the *Abomination Vaults Pawn Collection* brings to life the enemies and allies from all three adventures of the *Abomination Vaults Adventure Path*. Scheduled to ship in June 2021.

PZO 1044.....\$19.99



STARFINDER RPG: FLIP-TILES - SPACE STATION DOCKING BAY EXPANSION

Starfinder Flip-Tiles: Space Station Docking Bay Expansion provides beautifully illustrated 6" x 6" map tiles that can be used to enhance your station with landing pads, catwalks, a refueling station, and an expansive, open docking bay to explore. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Starfinder Flip-Tiles: Space Station Starter Set*, allows you to create futuristic space habitats with endless variety! Scheduled to ship in June 2021.

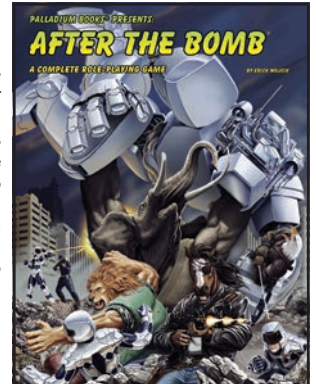
PZO 7507.....\$19.99

PALLADIUM BOOKS

AFTER THE BOMB RPG HARDCOVER

Create an entire new breed of crime-fighting, intelligent, humanoid mutant animal heroes in the tradition of the *Ninja Turtles*, *Rocket Raccoon*, or any comic book style superheroes. Or add humanoid mutant animals to your *Heroes Unlimited* or *Ninjas & Superspies* games, or use them in any game setting from *Nightbane* to *Rifts/Phase World* where such mutants fit right in. Playing anthropomorphic animal characters is a blast. Scheduled to ship in May 2021.

PAL 0503HC.....\$36.99



BEYOND THE SUPERNATURAL RPG HARDCOVER

Psychic abilities and the paranormal are real. Magic is real. Yet science and authority figures dismiss them as hysteria, hoaxes and madness. However, special individuals gifted with special abilities or cursed with firsthand encounters find themselves inexorably linked to the paranormal and forced to deal with the consequences. *BTS-2* is really coming together and will surprise some people with its depth of character, background and new direction. A contemporary horror setting that makes sense and challenges the players. Scheduled to ship in March 2021.

PAL 0700HC.....\$36.99

SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - THE MWANGI EXPANSE HARDCOVER (P2)

The *Mwangi Expanse* has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Scheduled to ship in June 2021.

PZO 9309.....\$49.99

STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 1 - PLANETFALL

PlanETFall is a *Starfinder Roleplaying Game* adventure for four 1st-level characters. This adventure begins the *Horizons of the Vast Adventure Path*, a six-part, monthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes a new system for expanding a fledgling settlement on a new planet, a player's guide, and a selection of strange alien creatures. Scheduled to ship in June 2021.

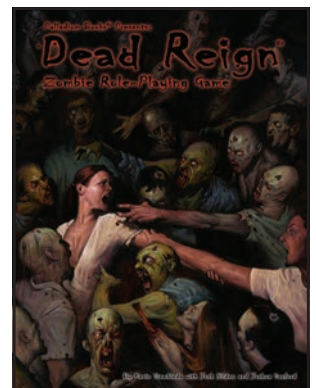
PZO 7240.....\$22.99



DEAD REIGN RPG HARDCOVER

Experience the nightmare of being stalked by the living dead. Who can you trust? Where can you go to be safe? How do you fight the dead? Find out in *Dead Reign* - a complete role-playing game that captures the horror, suspense and trauma of the post-apocalyptic world dominated by zombie hordes. Scheduled to ship in May 2021.

PAL 0230HC.....\$36.99



HEROES UNLIMITED RPG HARDCOVER

The *Heroes Unlimited RPG* has been a hit for 30+ years because it enables you to create any type of comic book hero you can imagine. Make characters pulled right from any comic book you like or design your own league of extraordinary heroes. Some heroes may be superhumans gifted with incredible super abilities, or immortal or practically living gods. Others may rely upon their mastery of the martial arts or weapons training and intelligence. Some may be alien super beings from another world or mutant humans, or mutant animals, or a living plant creature. Scheduled to ship in March 2021.

PAL 0500HC.....\$39.99



NIGHTBANE RPG HARDCOVER

The Nightbane are characters who discover that they are not entirely human. In fact, they are shape-changers who possess a comparatively frail, human 'facade' and a supernatural, superhuman 'morphus.' Whether hideous or beautiful, cruel or kind, the Nightbane are feared and slaughtered by most humans who see only a monster. Many of these become secret protectors of humankind and champions of good. Worse, the Nightbane are hunted and slaughtered without just cause and without mercy by the Nightlords and their minions. Compatible with Beyond the Supernatural, Heroes Unlimited, Ninjas & Superspies, Mystic China, and adaptable to Rifts. Scheduled to ship in June 2021.

PAL 0730HC.....\$36.99



NINJAS AND SUPERSPIES RPG HARDCOVER

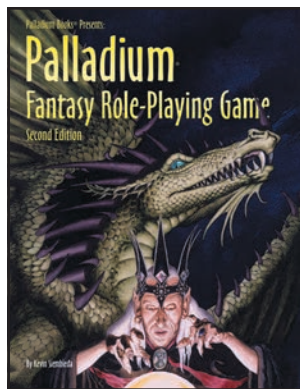
Forty-one (41) forms of martial arts combat as you have never seen them in any other role-playing game. Oriental combat skills accurately portrayed, each with its own unique fighting style, methods of attack and defense presented on an epic scale, complete with legendary mystic powers. But that's not all! The superspy section includes spies of all kinds, cyber agents, gadgeteers, secret organizations, secret identities, gimmick weapons and clothing, cyber-disguises, cybernetic implants, and more. Scheduled to ship in May 2021.

PAL 0525HC.....\$34.99

RIFTS RPG: ADVENTURE GUIDE HARDCOVER

A step by step guide to creating and running *Rifts* adventures (and role-playing games in general). A how to manual by Kevin Siembieda plus viewpoints, suggestions and additional material by other Palladium Game Masters, including Erick Wujcik, Wayne Breaux Jr., and Bill Coffin. Over 200 adventure ideas. Where to find ideas and how to build them into adventures. Game Master tips on structuring and running adventures. Creation rules for towns, cities and mercenary companies. Rules for creating secret organizations and traveling shows. Archetypes for building characters and creating adventures. Scheduled to ship in April 2021.

PAL 0849HC.....\$36.99



PALLADIUM FANTASY RPG HARDCOVER

A complete role-playing game set in a unique realm of high fantasy and epic adventure that has thrilled fans for decades. All the fantasy elements you'd expect are there, but spun in ways that you may not expect. Magic has replaced science. The elder races of Dwarves, Elves and Titans have given way to the rise of humanity and the Wolfen Empire. Meanwhile the monster races - Goblins, Orcs, Ogres and Trolls - lay claim to the Old Kingdom, from which they launch their pillaging raids. And that's just the beginning. Scheduled to ship in March 2021.

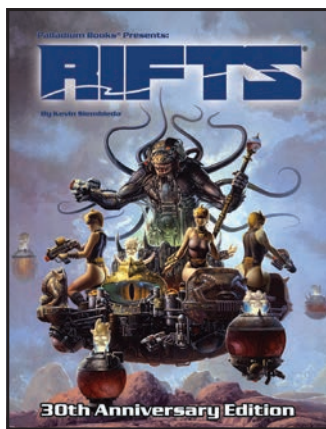
PAL 0450HC.....\$39.99



RIFTS: DUTY'S EDGE NOVEL

The lone survivor of a New German Republic Special Forces operation struggles to complete the mission on his own. A mission to destroy wicked monsters and cut off a vital line of support to the Gargoyle Empire. A mission that could save many lives. Of course, it is a journey that takes many twists and turns as one determined individual hopes to beat impossible odds. Set in the Middle East. A stand-alone *Rifts* novel complete in itself. Written by Will Erwin. Scheduled to ship in February 2021.

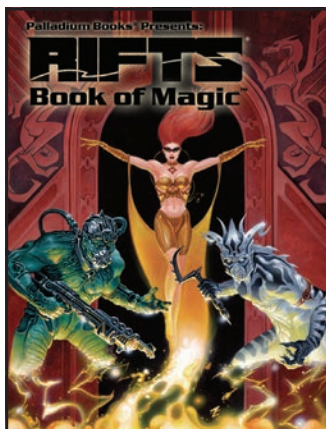
PAL 0308\$12.99



RIFTS RPG ANNIVERSARY COMMEMORATIVE EDITION HARDCOVER

Rifts is a multi-genre role-playing game that captures the imagination unlike any other. Elements of magic, horror, and the supernatural co-exist with science, high technology and the ordinary. The game spans countless dimensions, making anything and everything possible. Players are truly limited only by their imaginations! *Rifts Ultimate Edition* is a completely rewritten and updated version of the original game played and enjoyed by an estimated 1.5 million gamers. Cover by Scott Johnson. Color end sheets by John Zeleznik. New artwork and color pages throughout. Written and created by Kevin Siembieda. 376 pages, including color sections. Scheduled to ship in April 2021.

PAL 0800HC30.....\$49.99



RIFTS RPG: BOOK OF MAGIC HARDCOVER

This is the ultimate guide to magic for *Rifts* Earth. All the magic spells, magic tattoos, Techno-Wizard items, magic weapons, equipment, body armor, restraints, parasites, symbiotes, magic items, Automatons, Iron Juggernauts, and more from *Rifts* World Books 1-23, *Sourcebooks* 1-4, and *Siege on Tolkeen* 1-6, collected into one big reference. Comprehensive index of Practitioners of Magic. Designer notes, comments, tips & hints for running magic characters. Written by Kevin Siembieda and others. Scheduled to ship in April 2021.

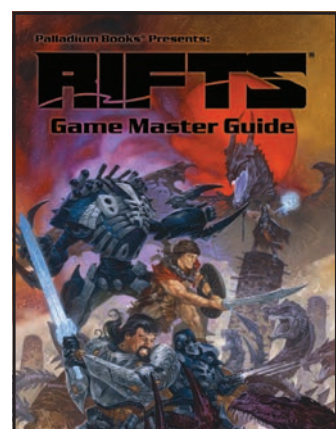
PAL 0848HC.....\$39.99



RIFTS RPG: CHAOS EARTH HARDCOVER

Chaos Earth puts the player in the center of the Great Cataclysm - the apocalyptic upheaval that, in the end, creates what we know as *Rifts* Earth. Player Characters live through the death throes of human civilization, the reshaping of the very planet, and the birth of *Rifts* Earth. You bear angry witness to the Earth's fiery rebirth as it goes screaming to become a cauldron of mystic energy, a multi-dimensional doorway to infinite alien worlds and the catalyst for endless possibilities. One's greatest challenge is not only survival and battling monsters, but keeping one's sanity, goodness and soul. Absolute chaos, ruthlessness and savagery in a no-holds-barred free-for-all for survival... and more. Scheduled to ship in June 2021.

PAL 0660HC.....\$34.99



RIFTS RPG: GAME MASTER GUIDE HARDCOVER

The ultimate *Rifts* reference and sourcebook, it contains all the weapons, equipment, body armor, power armor, robots, vehicles, skills and psionics from *Rifts* World Books 1-23, *Sourcebooks* 1-4, and *Siege on Tolkeen* 1-6, collected into one big reference. Plus, maps, lists and indexes of O.C.C.s, R.C.C.s, experience tables and more. 503 weapons, including explosives, plus E-Clips and ammo notes. Cover by David Dorman. Interior art by Perez, Wilson & others. Scheduled to ship in April 2021.

PAL 0845HC.....\$39.99



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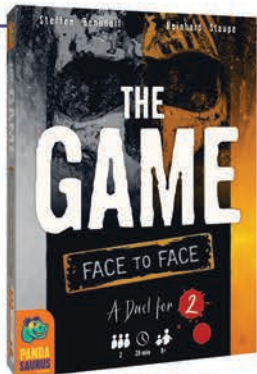


PANDASAURUS GAMES



GAMES

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PRE-ORDER

THE GAME: FACE TO FACE

- Two-player version of the best-selling *The Game*.
- Be the first to play all 60 cards in your deck.
- You'll have to help each other, but there can be only one winner!

RELEASES APRIL 28!

PAN202015 \$14.95



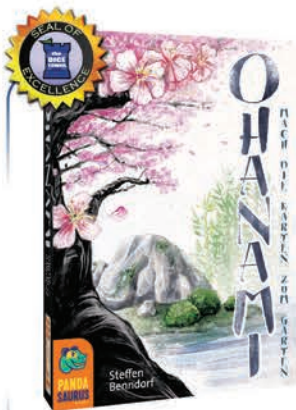
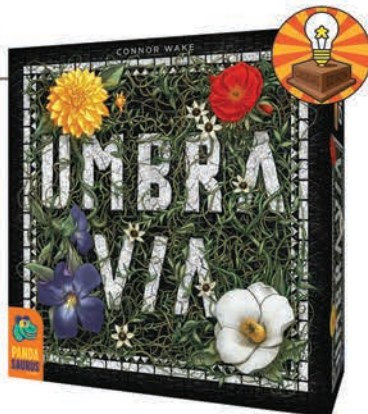
BEST SELLER

UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!

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PAN202011 \$39.95



BEST SELLER

OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

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PAN202013 \$14.95

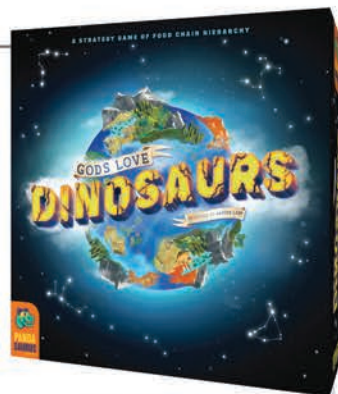


GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!

PAN202016 \$39.95



BEST SELLER

THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against *The Game* itself.
- Multi award-winner and Spiel des Jahres nominee.

NOW AVAILABLE!

PAN201820 \$12.95



BEST SELLER

MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

NOW AVAILABLE!

PAN201821 \$29.95



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PANDASAURUS GAMES

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DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!

BACK IN STOCK!

PAN201703 \$59.95

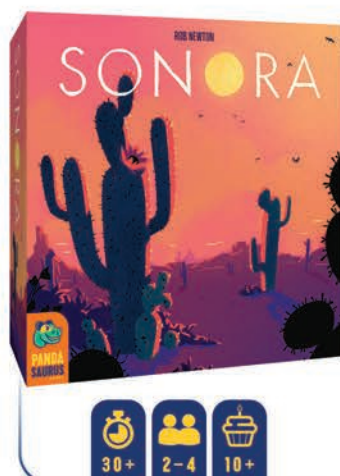
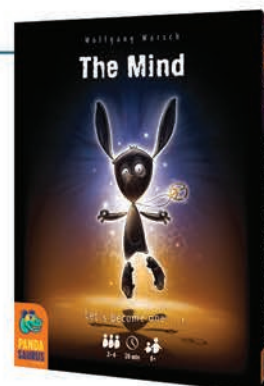


THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.

BACK IN STOCK!

PAN201809 \$12.95



SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!

NOW AVAILABLE!

PAN202005 \$29.95

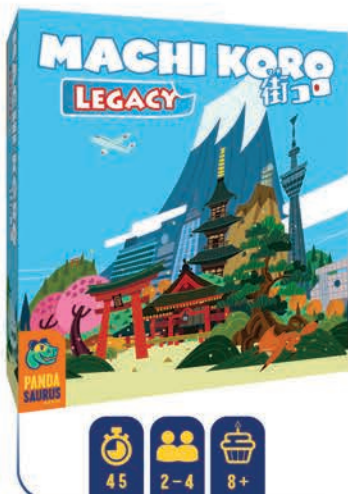
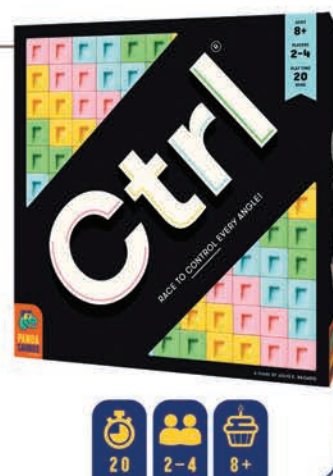


CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours.

NOW AVAILABLE!

PAN202007 \$24.95



MACHI KORO LEGACY

- Play 10 games in campaign, then have a replayable game!
- Add new mechanics each game and open secret boxes!
- From famed designer Rob Daviau

NOW AVAILABLE!

PAN201904 \$49.95



TAMMANY HALL

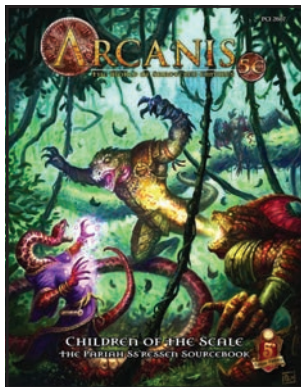
- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

NOW AVAILABLE!

PAN202012 \$49.95



PARADIGM CONCEPTS



ARCANIS 5E: CHILDREN OF THE SCALE
Delve into this unique and popular player character race as the Ashen Hide, Black Talon, and the Ghost Scale ssressen are fully explored. The history of the Ashen Hide, Black Talon, and Ghost Scale ssressen. The ssressens culture, from their caste system to their religious tenets and beliefs. New Class Archetypes for the Fighter, Holy Champion, Ranger, and Shaman. New Backgrounds. A new Combat School Tooth and Claw. New Feats. New Armor and Weapons. New Spells and Magic Items. A dozen Monster entries. Explore Lanpeltis, the City of the Fiery Wurm And much more! Scheduled to ship in March 2021.
PCI 2607\$24.99

PEGASUS SPIELE

DICE FLICK

Flick your way to victory in this dynamic dice game! Each turn players flick 2 dice from the edge into the dice arena nestled into the bottom of the game box with the goal of being first to score 50 points. The rules are simple, but multiple factors can affect scoring, including locations within the arena and special dice with unique abilities. Players must use their heads as well as their hands to take the best advantage of the dice they're given. Super-quick setup and play time makes this a perfect candidate for perpetual rematches, at least until fingers start to falter! Scheduled to ship in April 2021.

PSD 52155G\$24.99



POO POO PETS

Everyone's in a mad rush to steal each others pets in this frantic dice game, but the poor pets are all freaking out! Each player rolls their own set of 6 dice to try to match combinations shown on other players pet tiles. Includes a squeak toy poop that is used to pause the game in order to collect tiles from other players. Once a player loses all their pet tiles they are out of the game, and the last player with any number of tiles remaining wins! Scheduled to ship in April 2021.

PSD 18338G\$19.99

UNDO: PEAK OF NO RETURN

Goa, India, May 1972: Nervously, a person skims over yesterday's news article: International expedition disaster in the Himalayas. All 7 members of a mountaineering group are believed to have died during a summit ascent in the Himalayan Mountains. Included were citizens from England and the USA. The diverse group had left. The person gazes out the trains window deep in thought. Was this finally the end of days of flight? At the station a colorfully dressed figure greets the individual: Welcome to Palolem Beach! I'm Jamie. I'm Alex, the person replies and smiles, because they've always liked that name. Scheduled to ship in February 2021.

PSD 18177E\$14.99



PHASE SHIFT GAMES



DUNGEON DROP

Dungeon Drop is a lightweight dungeon crawler for 1-4 players, featuring a novel spatial element that assures no two games could possibly be the same. At the start of each game, cubes of varying colors, which represent both loot and monsters in the dungeon, are dropped onto the table from a height of 6 to 12 inches. This creates a dungeon layout with infinite possibilities. You then use your customized hero to explore the dungeon, use your unique abilities, and ultimately loot a room that won't kill you!

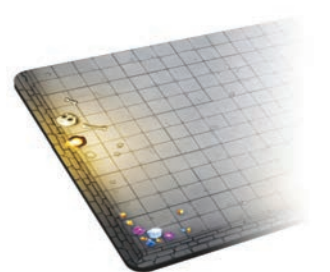
PSG 101\$19.99



CLOTH BAG OF HOLDING

Extra-dimensional space! If you want an alternate way to explore the dungeon, or perhaps just a great way to store your cubes in luxurious style, you should enjoy this beautiful custom printed cloth bag. The bag measures 6x8 inches, large enough to fit all the game's cards and components for ultra portability!

PSG 107\$3.99



DUNGEON MAT

Drop your dungeon in style on these gorgeous neoprene mats! While any surface type is viable for Dungeon Drop (tabletop, floor, or otherwise), this neoprene mat helps prevent excessive bounce when dropping onto a glass table or other hard surface. Each high-quality neoprene mat measures 24x14 inches, and they work perfectly with our Dungeon Walls.

PSG 112\$14.99



DUNGEON WALLS

Drop without fear... Dungeon Walls are here! Become fearless when dropping your dungeon! This set of 2-inch high walls creates a secure play area, ready to contain the most vigorous dungeon crawling action. The walls are designed to adjust to whatever size surface you may desire, up to 28x28 inches, and they work perfectly with either 1 or 2 of our Dungeon Mats.

PSG 113\$9.99



GELATINOUS CUBES

They may look tasty, but you can't eat them! Watch in horror as 'Jigglin' gobbles up nearby treasure, and then enjoy slicing him up to claim your loot! This mini-expansion includes 2 glorious cubes of gelatinous fun and associated rules. Squick squick!

PSG 111\$4.99



SHINY PURPLE CUBES

Whatever could these mysterious cubes represent?! This mini-expansion incorporates SIX of the best ideas collected from the community during the original Dungeon Drop Kickstarter campaign, including Crystal Golems, Magic Bolts, Dragon Eggs, and more! Roll at the start of each new game to see exactly what strange effects they'll have for that dungeon!

PSG 110\$4.99



SKELETON SKULLS

Heads will roll! Heads will roll with this rattling mini-expansion of skulls and bones! While only a few skeletons will reside in the dungeon at first, they can quickly grow into an undead swarm. Rules card that doubles as a crypt!

PSG 109\$4.99



SLEEVES OF PROTECTION

Sleeve away! Let's face it - many people love to sleeve their game cards! These premium-quality sleeves are precisely sized for the cards in *Dungeon Drop*, and everything will still fit in the box. Contains 50 sleeves that are 92x92mm, 100 microns thick, and made of transparent CPP.

PSG 108\$3.99



STRINGY THINGY

It's a thing... with string! Want to be hyper precise in your looting efforts? The *Dungeon Drop Stringy Thingy* is for you! 20 glorious inches of retractable string safely nestled inside a custom printed housing, and it fits perfectly inside the box!

PSG 106\$3.99

PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS RPG: DEADLANDS - HORROR AT HEADSTONE HILL BOXED SET

The *Deadlands: Horror at Headstone Hill Boxed Set* contains an introductory booklet on the region for the players with notes from Tombstone Epitaph reporter Lacy O'Malley and the Twilight Legion, a Marshal's guide detailing all the locations on the map and a full sandbox-oriented Plot Point Campaign, a poster-sized map of the county, and a selection of player handouts to drive this incredible tale of six-guns and sorcery to its bloodstained conclusion! *Deadlands: The Weird West* requires *Savage Worlds* core rules to play. Scheduled to ship in April 2021.

PIN 10225\$29.99



SAVAGE WORLDS RPG: DEADLANDS - LAKE CHRONICLES SOLO ADVENTURES

You're about to take on the Weird West in the most terrifying way possible alone! *Crater Lake Chronicles* solo adventures are perfect for the hero who is looking for trouble between group game sessions, the rogue who wanders ever alone, or the greenhorn novice learning to play for the first time. *Deadlands: Crater Lake Chronicles* is a 96-page hardcover book, in our usual 'graphic novel' size, and glorious, bloody, full-color throughout. It requires *Savage Worlds* core rules and *Deadlands: the Weird West* to play. Scheduled to ship in April 2021.

PIN 10223\$24.99



SAVAGE WORLDS RPG: DEADLANDS - MAP OF THE WEIRD WEST

A brand new poster map of the Weird West by the phenomenal Cheyenne Wright. Scheduled to ship in April 2021.

PIN 91120\$4.99

Doodle DUNGEON

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dungeon!

Strengthen your
monsters!

Whack the
hero!



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SAVAGE WORLDS RPG: DEADLANDS - MAP PACK 1 GRAND SALOON

The first place for any thirsty traveler to stop in any town in the Weird West is the Grand Saloon at least until they learn about other places with cheaper rotgut. This double sided map features a showy saloon for your dusty 'ville and surrounding town attractions. The maps are printed on sturdy 24 x 30 inch cardstock and are wet and dry marker erasable. Scheduled to ship in April 2021.

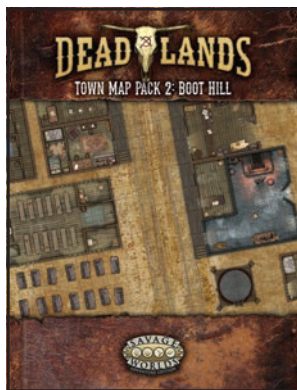
PIN 91132\$14.99



SAVAGE WORLDS RPG: DEADLANDS - MAP PACK 2 BOOT HILL

Every town needs a place to properly say goodbye to loved ones and hopefully keep them in the ground in the Weird West! This double sided map features a church and graveyard with other nearby attractions for your posse. The maps are printed on sturdy 24 x 30 inch cardstock and are wet and dry marker erasable. Scheduled to ship in April 2021.

PIN 91133\$14.99



SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST ACITON DECK

From Initiative to gambling to classic showdown at high noon, you need cards to play *Deadlands*! This oversized *Action Deck* features new illustrations from award-winning artist Cheyenne Wright. Cards measure 3.5' x 5'. Scheduled to ship in April 2021.

PIN 10224\$19.99



SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST BOXED SET

Deadlands is set in the Weird West, an alternate history where mysterious beings called the Reckoners have given life to monsters and magic. The *Deadlands Boxed Set* includes: *Deadlands the Weird West* core rulebook (192 pages); GM Screen + Showdown at Sundown Adventure by Rob Wieland; Set of 25 Bennies; Set of 7 Dice and Wild Die; Poster Map of the Weird West; Set of 12 Archetype Cards; Set 12 Powers Cards; Adventure Cards; Infernal Device Cards; Set of 6 Harrowed Cards; Set of 5 Ammo Counters. *Deadlands: The Weird West* requires *Savage Worlds* core rules to play (not included). Scheduled to ship in April 2021.

PIN 10227\$99.99

SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST COMPANION

Add new Arcane Backgrounds like the heroic Witches, Metal Mages, or Voodooists. Bring famous gunslingers like Wyatt Earp or exciting relics like Wild Bill's Six-Shooters to the table. For the Marshal there's summaries of the four Servitor Plot Point Campaigns and information on the Hunting Grounds, as well as tips on how to run *Deadlands* as a Game Master. ending with The Horse Eater Savage Tale! *Deadlands: The Weird West Companion* is a 96-page hardcover book, in our usual 'graphic novel' size, and glorious, bloody, full-color throughout. It requires *Savage Worlds* core rules and *Deadlands: the Weird West* to play. Scheduled to ship in April 2021.

PIN 10221\$24.99



SPOTLIGHT ON



SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST CORE RULEBOOK

Deadlands is set in the Weird West, an alternate history where mysterious beings called the Reckoners have given life to monsters and magic. California has shattered into a labyrinth of flooded sea-canyons, and a mysterious super-fuel called ghost rock has spawned as much war and strife as it has steampunk devices. Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil. The core book for *Deadlands: The Weird West* is a 192-page hardcover book, in our usual 'graphic novel' size, and glorious, bloody, full-color throughout. It requires *Savage Worlds* core rules to play. Scheduled to ship in April 2021.

PIN 10220\$39.99

SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST GM SCREEN & ADVENTURE

This gorgeous trifold screen contains a beautiful *Deadlands* image on one side and a whole host of useful charts and tables on the reverse. Also included is the 32 page adventure: Showdown at Sundown. This requires *Savage Worlds* core rules and *Deadlands: the Weird West* to play. Scheduled to ship in April 2021.

PIN 10222\$19.99



SAVAGE WORLDS RPG: DEADLANDS - THE WEIRD WEST PAWNS BOXED SET

The *Deadlands Pawns Boxed Set* contains 8 sheets of thick punchboard, containing over 100 pawns to bring the Weird West alive on your tabletop. Cardboard bases included. Scheduled to ship in April 2021.

PIN 10226\$29.99



PLASTIC SOLDIER COMPANY



BLITZKRIEG! SQUARE EDITION

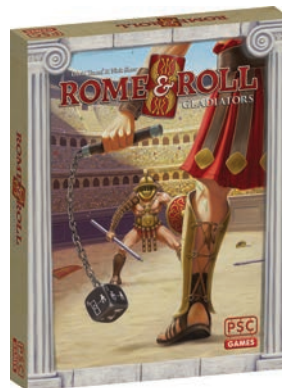
Blitzkrieg! is a challenging game with simple rules, a short playing time, and many tough decisions! Close campaigns, win war victory points, gain further resources and special weapons, and exploit strategic advantages as you play. The Nippon Expansion adds a new challenge to *Blitzkrieg!* What if the Axis coalition had won World War Two, and Germany invaded and occupied the United States of America? And... what if Japan then turned on its former ally and invaded German-held America? With the help of Godzilla! Scheduled to ship in March 2021.

PSC BLZ003\$40.00

ROME & ROLL: GLADIATORS EXPANSION

While Rome is being rebuilt, Emperor Nero wants the public to be entertained. He tasks players with sponsoring games in the Colosseum, where gladiators will engage in thrilling battles for the enjoyment of the crowds. Players must now build Ludi, where gladiators can be trained in one of the two competing schools, and Arenas, where they can practice. They'll then assign the gladiators to the Colosseum to fight! All the excitement has also brought forth new Advisors who offer enticing rewards for those who dare to bribe them! This expansion for *Rome & Roll* adds a fifth asymmetric character class - the Rudarius - a retired gladiator who has earned his freedom. Scheduled to ship in March 2021.

PSC ROM003\$26.00



PLAYROOM ENTERTAINMENT



KILLER BUNNIES: CAKE BATTER EXPANSION

The Killer Bunnies chefs have mixed flour, eggs, sugar and radiation to take the cake in this pastry-packed permutation. The *Cake Batter Booster Deck* adds 55 cards to you existing set and 10 bonus *KinderBunnies Carrots*! Scheduled to ship in April 2021. UPE 49116..... PI

PLEASANT COMPANY GAMES



THE DEAD EYE

Assume the role of a lone thermo-bandit downed on a hostile backwater planet. Your mission? Find the next safe haven before you lose all hope and strength and maybe, just maybe, find a way off of this desolate rock. Face dangerous encounters, salvage useful parts and reach further. *The Dead Eye* is an adventure card game for one player, from the creators of *Ancient Terrible Things*. PCG 010.....\$25.00



THE DEAD EYE DELUXE

The Dead Eye Deluxe includes a slipcase, behind-the-scenes development book, prelude comic book, rule-book, 1-fold double-sided game board, 2 pairs of stereoscopic-3D glasses, 1 pair of hook-behind 3D stereoscopic glasses and 54 unique cards. PCG 011.....\$35.00

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (ALOLA) (DISPLAY 12)

A big celebration with gigantic *Pokémon TCG* cards! This *First Partner Pack* contains a set of 3 awesome oversize cards for your *Pokémon TCG* collection, featuring the three first partner Pokémon of the Alola region Rowlet, Litten, and Popplio plus two regular *Pokémon TCG* booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of *Pokémon* with the first partners who stick with you from your very first *Pokémon* moments. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080962.....PI

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (HOENN) (DISPLAY 12)

A big celebration with gigantic *Pokémon TCG* cards! This *First Partner Pack* contains a set of 3 awesome oversize cards for your *Pokémon TCG* collection, featuring the three first partner Pokémon of the Hoenn region - Treecko, Torchic, and Mudkip plus two regular *Pokémon TCG* booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of *Pokémon* with the first partners who stick with you from your very first *Pokémon* moments! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080966.....PI

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70-100



1-4

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SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (JOHTO) (DISPLAY 12)

A big celebration with gigantic Pokémon TCG cards! This First Partner Pack contains a set of 3 awesome oversize cards for your Pokémon TCG collection, featuring the three first partner Pokémon of the Johto region - Chikorita, Cyndaquil, and Totodile plus two regular Pokémon TCG booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of Pokémon with the first partners who stick with you from your very first Pokémon moments! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080967.....PI

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (KANTO) (DISPLAY 12)

A big celebration with gigantic Pokémon TCG cards! This First Partner Pack contains a set of 3 awesome oversize cards for your Pokémon TCG collection, featuring the three first partner Pokémon of the Kanto region - Bulbasaur, Charmander, and Squirtle plus two regular Pokémon TCG booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of Pokémon with the first partners who stick with you from your very first Pokémon moments! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080968.....PI

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (UNOVA) (DISPLAY 12)

A big celebration with gigantic Pokémon TCG cards! This First Partner Pack contains a set of 3 awesome oversize cards for your Pokémon TCG collection, featuring the three first partner Pokémon of the Unova region - Snivy, Tepig, and Oshawott plus two regular Pokémon TCG booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of Pokémon with the first partners who stick with you from your very first Pokémon moments! PUI 29080964.....PI

PRIVATEER PRESS

MONSTERPOCALYPSE Scheduled to ship in April 2021.



LEGION OF MUTATES SLASHERS AND CLICKER UNIT (WHITE METAL) PIP 51126\$29.99



LEGION OF MUTATES TAHARKA MONSTER (RESIN/METAL) PIP 51125\$27.99



MASTERS OF THE 8TH DIMENSION JURORS AND ABOGATORS UNIT (WHITE METAL) PIP 51128\$29.99



MASTERS OF THE 8TH DIMENSION THE MAGISTRATE MONSTER (RESIN/METAL) PIP 51127\$31.99

WARCASTER

Scheduled to ship in April 2021.



COLLISION COURSE EXPANSION PIP 86012\$9.99



EMPYREAN ASTREUS, AEON OF THE FIRST MAGNITUDE HERO SOLO (WHITE METAL) PIP 87005\$24.99

EMPYREAN COMMAND GROUP STARTER SET (WHITE METAL) PIP 87001\$69.99



EMPYREAN DAEMON A WEAPON PACK (WHITE METAL) PIP 87009\$9.99

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (KALOS) (DISPLAY 12)

A big celebration with gigantic Pokémon TCG cards! This First Partner Pack contains a set of 3 awesome oversize cards for your Pokémon TCG collection, featuring the three first partner Pokémon of the Kalos region - Chespin, Fennekin, and Frookie plus two regular Pokémon TCG booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of Pokémon with the first partners who stick with you from your very first Pokémon moments! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080963.....PI

SPOTLIGHT ON



POKÉMON TCG: FIRST PARTNER PACK (SINNOH) (DISPLAY 12)

A big celebration with gigantic Pokémon TCG cards! This First Partner Pack contains a set of 3 awesome oversize cards for your Pokémon TCG collection, featuring the three first partner Pokémon of the Sinnoh region - Turtwig, Chimchar, and Pluplus plus two regular Pokémon TCG booster packs! Collect your favorites, trade them, and celebrate 25 awesome years of Pokémon with the first partners who stick with you from your very first Pokémon moments! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 29080965.....PI



**EMPYREAN DAEMON B LIGHT
WARJACK (WHITE METAL)**
PIP 87008\$29.99



**EMPYREAN DAEMON B WEAPON
PACK (WHITE METAL)**
PIP 87010\$9.99



**EMPYREAN FACTOTUM SOLO
(WHITE METAL)**
PIP 87002\$19.99



**EMPYREAN FULCRUM SOLO
(WHITE METAL)**
PIP 87003\$19.99



**EMPYREAN OCULUS SOLO
(WHITE METAL)**
PIP 87004\$19.99



**EMPYREAN SABER STRIKEFORCE
SQUAD (WHITE METAL)**
PIP 87011\$29.99



**EMPYREAN SABER VANGUARD
SQUAD (WHITE METAL)**
PIP 87006\$29.99



**CRUCIBLE GUARD ASCENDANT
MENTALIST TRANCER SOLO
(WHITE METAL)**
PIP 37026\$19.99



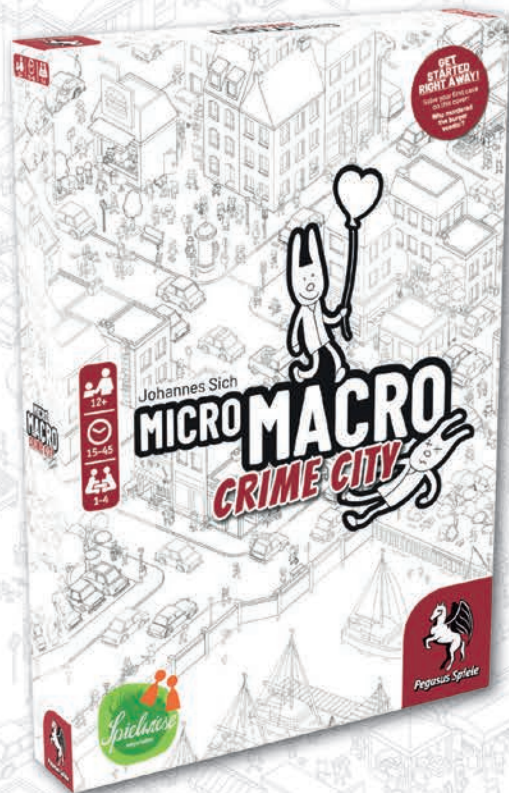
**CRUCIBLE GUARD FAILED
EXPERIMENTS UNIT
(RESIN/METAL)**
PIP 37027\$49.99

Q-WORKSHOP



**DIGITAL DICE SET:
RADIANT & GREEN (7)**
Scheduled to ship in June 2021.
QWS SDGT3N\$28.00

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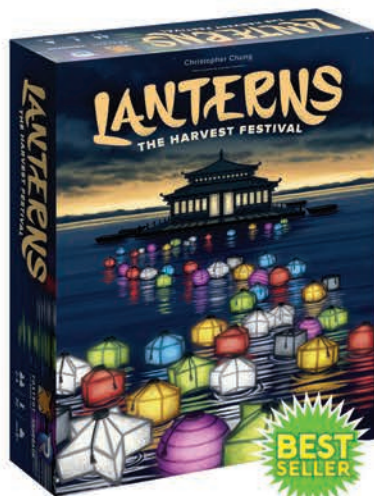
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BEST SELLER

FAMILY

LANTERNS: THE HARVEST FESTIVAL

- A tile placement celebration game.
- Receive Lantern cards during every player's turn.
- Award winner: Mensa Select and more!

RGS00502.....\$35 (13+) 8+ (2-4) 25-35

AVAILABLE NOW



REPRINT

FAMILY

THE FOX IN THE FOREST

- Two Player Trick Taking Game!
- Compact size is perfect for travel.
- Win tricks but don't be too greedy!

RGS00574.....\$15 (13+) 10+ (2) 30

AVAILABLE NOW



**NEW!
RELEASE!**

ENTHUSIAST

EMBARCADERO

- Stake your claim to derelict ships!
- Build a business empire on these vessels!
- Earn points and gain influence!

RGS02137.....\$60 (13+) 12+ (1-4) 60-90

APRIL RELEASE!



**NEW!
RELEASE!**

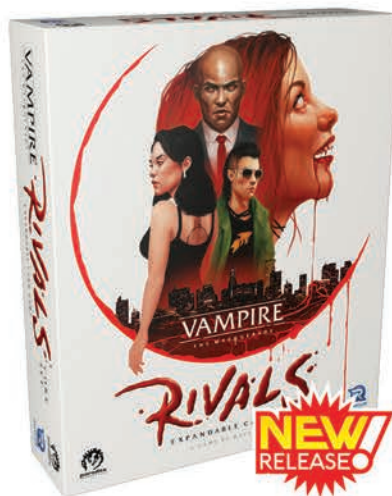
STRATEGY

POWER RANGERS: DECK-BUILDING GAME

- Unite as Rangers or dominate the city as Villains!
- Build your deck to unleash a powerful attack!
- Play 1 vs 1 or as part of a team!

RGS02195.....\$45 (13+) 13+ (2-4) 30-70

APRIL RELEASE!



**NEW!
RELEASE!**

STRATEGY

VAMPIRE: THE MASQUERADE RIVALS EXPANDABLE CARD GAME

- Set in San Francisco in the World of Darkness.
- Recruit vampires to your coterie.
- Advance your agenda or knock out your rival!

RGS02171.....\$45 (13+) 14+ (2-4) 30-80

APRIL RELEASE!



**NEW!
RELEASE!**

STRATEGY

DUEL OF WANDS: KIDS ON BROOMS CARD GAME

- Test your skills and cunning in the Duel of Wands!
- Contains rules for use with Kids on Brooms RPG!
- 2 Player Card Game!

RGS02194.....\$20 (13+) 10+ (2) 30-45

APRIL RELEASE!



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JIGSAW PUZZLE

EC COMICS:
WEIRD SCIENCE N°15 PUZZLE

EC COMICS:
WEIRD SCIENCE N°16 PUZZLE

EC COMICS:
WEIRD SCIENCE N°27 PUZZLE

EC COMICS:
WEIRD SCIENCE NO.29 PUZZLE

- Unique and evocative art from famed artists Wally Wood and Frank Frazetta.
- Collect the whole EC Comics Puzzle series!
- 1000 pieces

RGS02220.....\$20

RGS02219.....\$20

RGS02221.....\$20

RGS02222.....\$20

APRIL RELEASE!



NEW
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
SQUATT & BABOO CHARACTER PACK

- Introduce mayhem to your game with Squatt & Baboo!
- Both miniatures are large scale and detailed!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02165.....\$20

14+ 2-5 45-60

APRIL RELEASE!



NEW
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
LEGENDARY RANGERS FOREVER RANGERS

- Upgrade your Dinozords to Thunderzords!
- Includes all new combat decks and character sculpts!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02166.....\$40

14+ 2-5 45-60

APRIL RELEASE!



NEW
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
VILLAIN PACK #3: LEGACY OF EVIL

- Two new Bosses: Thrax and Divatox!
- Adds Pirantishead, Terror Toad, & King Sphinx!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02167.....\$40

14+ 2-5 45-60

APRIL RELEASE!

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ROLE 4 INITIATIVE

SPOTLIGHT ON



LUXURY FAUX LEATHER DICE BOX / ROLLING TRAY
Scheduled to ship in April 2021.
R4I 44200 \$23.99

SPOTLIGHT ON



DUNGEON TILES: SAND COLOR - COMBO PACK
This package of Role 4 Initiative Dungeon Tiles contains 5 10-inch and 16 5-inch square tiles, in a desert Sand color, that interlock like puzzle pieces. Compatible with both dry-erase and wet-erase markers. More flexible than a traditional battle mat, start your game with a single tile and connect the tiles as the adventurers explore new areas. Never again give away clues as to which way the corridors may lead due to starting placement on a large mat. The interlocking tile modularity allows the Dungeon Master to draw many details of an area at his seat and then simply hand the tile to the nearest player to connect. Scheduled to ship in March 2021.
R4I 45053 \$39.99

SIRIUS DICE

SPOTLIGHT ON



CHARITY DICE SET (7): CANCER AWARENESS
SDZ 0007-01 \$20.00

SPOTLIGHT ON



D6 DICE SET (8): FIREBALL
SDZ 0008-01 \$16.00

SPOTLIGHT ON



D8 DICE SET (8): HEALING HANDS
SDZ 0008-02 \$16.00

SIT DOWN



DIVE
Progress deeper and deeper avoiding disturbing the sharks to be the first one to grab a beautiful gem thrown at the bottom of the sea. Pay attention to your oxygen, you need to use it carefully and at the right time to keep the strength to reach the treasure. Keep your eyes open, some kind animals might help you to dive deeper. Dive is a game using the transparency of cards to play a unique experience. Your sense of observation will be at the heart of the game but the strategy may make the difference. Scheduled to ship in May 2021.
LUM SDO03 \$34.99



MAGIC MAZE KIDS
The king was accidentally turned into a frog! Gather your friends, stride across the forest, and find the correct ingredients to prepare a potion that will cure him. Magic Maze Kids is a cooperative game that makes the original mechanisms of Magic Maze accessible to young players. Everyone controls all of the heroes, but only in one direction! Scheduled to ship in May 2021.
LUM SDO02 \$34.99

RUSH OUT

Thirsty for adventure and fame, a few intrepid adventurers plunge into an underground maze. Just as they get their hands on the treasure, a powerful sorcerer emerges from his torpor and begins to hunt them down. The only chance the adventurers have for survival is to flee toward the exit while thwarting the terrible spells he casts upon them. Rush Out! is a game of speed, in which one player plays the sorcerer, trying to retrieve his treasure from the other players, the heroes. The first team to empty their deck of cards wins the game. Scheduled to ship in May 2021.
LUM SDO04 \$34.99



SOLACE GAMES

DIV-TIEFLINGS: A ROLEPLAYING GAME SUPPLEMENT

A world of scheming and treachery awaits! The Div-Tieflings want nothing more than to rule and subdue all those around them, caring little for the casualties that result from their often bloody and messy conquests! In this volume you will find: a history and background information about the mischievous Div-Tieflings; alternate racial traits for any Tiefling; new class options: The bardic seducer and the fighter usurper; new adventure locations to challenge any player. Come take the path of conquest and power! Scheduled to ship in March 2021.
SOG 0504 \$17.99



STEVE JACKSON GAMES

MUNCHKIN: MUNCHKIN APOCALYPSE - KAIJU

Yatta! Kaiju gemu e yokoso! (Hooray! Welcome to our kaiju game!) Enjoy nuclear-powered battles, city-stomping showdowns, and off-planet altercations with Munchkin: Apocalypse - Kaiju! (Gesundheit.) Get barbecued by Hamera, take a sledgehammer to Rocky Road Dan, and win the day with the help of a Rousing Theme Song and a Small Child in Shorts. Scheduled to ship in June 2021.
SJG 4270 \$9.95



STRANGE MACHINE GAMES



VALIANT WARS CARD GAME

In Valiant Wars, players will draw cards simultaneously, one card at a time from their decks, building strength and riches with a side of sabotage! But if you draw too many cards you risk losing everything to the Dark Omens! Scheduled to ship in March 2021.
SMQ 1027 \$29.95

**CHARMS RPG: QUESTS FOR ANTIRACISM**

Quests for Antiracism can expand *CHARMS: A Game of Insight*. Players ask questions, roll and interpret inspiring game pieces, and try to discover the most amazing insights toward antiracism. Or the game's questions can be used for dialogue, reflection, or writing prompts on your own or with any size group. Includes options for online play! Scheduled to ship in January 2021.

S9G 10020 \$8.99

WELCOME TO EASTWOOD

A 28-page stand-alone RPG adventure built for DCC or MCC RPG but usable in any system. This is a 1st/2nd level sandbox style adventure. The ultimate futuristic vacation theme park was equipped with a temporal field. After weeks (or months) at the resort, you could re-enter your life the moment you left for vacation, and never miss a days work. But neglect of its systems throws the entire park into distant pasts and futures. This Madventure begins as the PCs stumble upon a strange village that mysteriously appears overnight. Getting into Eastwood is simple, but surviving its madness and escaping proves to be a deadly challenge. Scheduled to ship in January 2021.

S9G 10021 \$9.99

**THAMES & KOSMOS****ANNO 1800**

The sun is rising on the age of industry; will you rise too? *Anno 1800* is an epic city-building strategy board game based on Ubisoft's popular PC game of the same name. Players strive to build up their industrial might as they develop an island society at the dawn of the industrial age. Investing in their nautical fleets enables trade and expansion to new territories in the old and new worlds, but players must focus above all on maintaining the health and happiness of the citizens of their home islands. The objective of the game is to plan for an even distribution of farmers, workers, craftsmen, engineers, and investors. But beware, because the competition never sleeps. Scheduled to ship in May 2021.

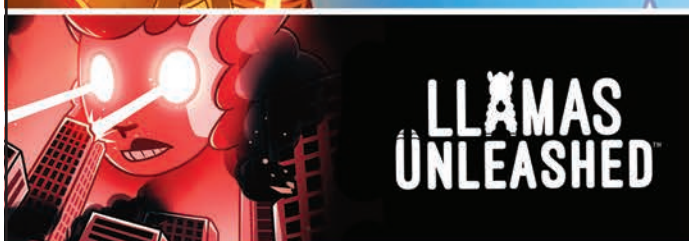
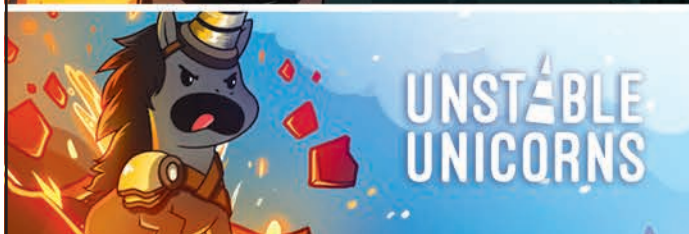
TAK 680428 \$69.95

**EXIT: THE GATE BETWEEN WORLDS**

Can you solve the riddles and find your way through the worlds and back home? You have followed an ancient map to a hidden cave which purportedly contains some kind of mysterious gate. Inside the cave, you find a large metal circle made of concentric rings embedded in the rock wall. You approach the gate hesitantly and touch it. To your astonishment, the metal rings can be rotated. Suddenly, everything goes dark around you. When you regain consciousness some time later, you are no longer in the cave, but in a bizarre new world. Where are you? Scheduled to ship in May 2021.

TAK 692879 \$14.95

UPGRADE YOUR GAME NIGHT



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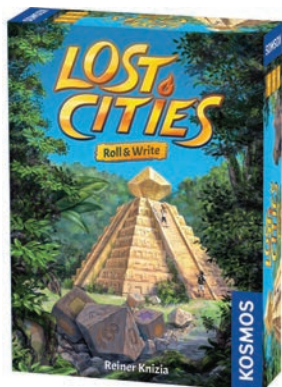
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LOST CITIES: ROLL & WRITE

Get rolling on your next *Lost Cities* adventure! Begin your expedition on one of six colored paths by rolling the smallest possible numbers on the dice. Each turn, decide whether to continue an expedition or start a new one. Acceleration fields and artifacts provide opportunities to advance quickly, but you'll have to carefully consider which paths to take on which roll. If you make good progress, victory beckons - but if an expedition gets stuck, you will lose points just as quickly as you earned them! And don't forget to keep an eye on your competitors' jungle expeditions: the cleverest adventurers can advance quickly to victory if they choose the right paths in the right order. Scheduled to ship in May 2021.

TAK 680589.....\$14.95

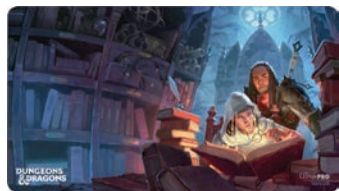
ULTRA PRO INTERNATIONAL



COSTUME PARTY DETECTIVE

In *Costume Party Detective*, players have been invited to the best costume party ever! Because of the elaborate costumes, players don't know anyone's identity, except their own. Help the detective learn the players' true identities without allowing yours to be discovered! Scheduled to ship in April 2021.

UPE 29110.....PI



DUNGEONS & DRAGONS: COVER SERIES PLAYMAT - CANDLEKEEP MYSTERIES

Scheduled to ship in May 2021.

UPI 18525.....PI

FOLDABLE DICE ROLLING TRAYS

Scheduled to ship in May 2021.



AMETHYST

UPI 15721.....PI



EMERALD

UPI 15720.....PI



JET

UPI 15717.....PI



RUBY

UPI 15718.....PI



SAPPHIRE

UPI 15719.....PI



MAGIC THE GATHERING CCG: MODERN HORIZONS 2

Scheduled to ship in July 2021.

6' TABLE PLAYMAT

UPI 18719.....PI

8' TABLE PLAYMAT

UPI 18720.....PI

9-POCKET PRO-BINDER

UPI 18734.....PI

12-POCKET PRO-BINDER

UPI 18735.....PI

100CT SLEEVES V1

UPI 18731.....PI

100CT SLEEVES V2

UPI 18732.....PI

100CT SLEEVES V3

UPI 18733.....PI

100+ DECK BOX V1

UPI 18728.....PI

100+ DECK BOX V2

UPI 18729.....PI

100+ DECK BOX V3

UPI 18730.....PI

PLAYMAT V1 UPI 18721.....PI

PLAYMAT V2 UPI 18722.....PI

PLAYMAT V3 UPI 18723.....PI

PLAYMAT V4 UPI 18724.....PI

PLAYMAT V5 UPI 18725.....PI

PLAYMAT V6 UPI 18726.....PI

PLAYMAT V7 UPI 18727.....PI



SUNFLOWER VALLEY: A TILE-LAYING GAME

Sunflower Valley: A Tile-Laying Game is a fast-paced tabletop game about settling your own perfect mountain valley. During the game, you will choose whether you want to fill your land with tall mountains, lively towns, sunflower fields, or sheep pastures - and the choice won't be easy! The railroad connects your towns and will turn bucolic life into a never-ending holiday. Are you ready for the journey? The train is leaving the station! Great for all ages and experience levels. Easy to learn, start playing in 5 minutes! Endless variety. Never settle the same valley twice. Lots of ways to win! Awesome artwork with cute sheep! Scheduled to ship in March 2021.

UPE 29105.....PI

SWEETLANDIA

Have you ever dreamed of a place made entirely of delicious treats? Now you can realize that dream by becoming a city planner for the beautiful and tasty *Sweetlandia*! Use bidding cards to acquire building areas from a delectable collection of locations: Gumdrop Garden, Rocky Road, Marshmallow Mountain, Lemonade Lake, Candy Cornfields and many others. Choose the right locations to achieve your goals and earn the most Donuts from Mayor McSweet. Make good choices, and watch *Sweetlandia* grow! It's fun. It's Unpredictable. It's Sweet! And you don't need a sweet tooth to win! Scheduled to ship in March 2021.

UPE 10300.....PI



UPPER DECK ENTERTAINMENT



VS SYSTEM 2PCG: MARVEL - MASTERS OF EVIL (1 OF 3)

An all-new volume of *Vs. System 2PCG* kicks off with a polarizing story arc blending the forces of good and evil. First up are the true masters of evil - a dastardly collection of the most nefarious villains, banded together with a new team affiliation. This set will introduce Baron Heinrich Zemo, Radioactive Man, and more! Scheduled to ship in March 2021.

UDC 95320.....PI



VS SYSTEM 2PCG: MARVEL - MYSTIC ARTS (2 OF 3)

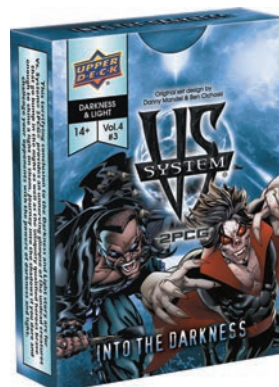
A myriad of masters of the mystic arts match up in this exciting issue of *Vs. System 2PCG*! You'll find both powerful heroes and villains alike whose only common bond is the ability to wield magic and sorcery. Will they be able to work together, or will they unleash chaos upon your deck... Scheduled to ship in March 2021.

UDC 95322.....PI

VS SYSTEM 2PCG: MARVEL - INTO THE DARKNESS (3 OF 3)

This terrifying conclusion to the *Darkness and Light* story arc for *Vs. System 2PCG* provides an unnerving glimpse of the undead creatures that go bump in the night as well as the uniquely qualified heroes brave enough to shine a light on them. Journey into the shadows if you dare and challenge your opponents with the powers of darkness and light. Scheduled to ship in April 2021.

UDC 95324.....PI



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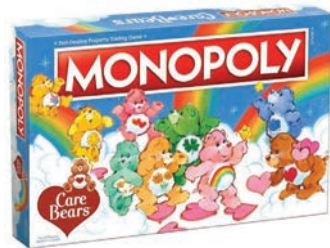
CLUE: SEINFELD

"When you control the mail, you control information." To prevent Newman from divulging the dirt on everyone he knows, someone took him out before his newsletter could get in the hands of the neighborhood! Take on the roles of show characters Elaine, Jerry, George, Kramer, Peterman, and Puddy to narrow down WHO knocked out Newman, WHAT weapon they used, and WHERE in the city the tell-all papers were stashed before the postman is able to file a report! Scheduled to ship in March 2021.
USO CL010262..... PI



CLUE: THE OFFICE

Get ready to discover the secrets of Dunder Mifflin, Scranton. Regional Manager, Michael Scott, calls a "mandatory" team-building event, where six employees must work independently to figure out: WHO killed Toby Flenderson? WHAT office weapon was used? WHERE at Dunder Mifflin did it occur? The employee that wins gets a week's paid vacation! If the crime is not solved by the end of the day, Michael will give up on his team and go home. In *Clue: The Office* edition, can you outwit your co-workers and overcome your boss' meddling to win the game? Scheduled to ship in March 2021.
USO CL051198..... PI



MONOPOLY: CARE BEARS

Have a rainbow day! Catch some fun as you buy, sell, and trade the Care Bears and their Cousins in *Monopoly: Care Bears* edition. With each roll of the dice, pick up a beloved friend like Wish Bear, Funshine Bear, or Grumpy Bear, then use Star Buddies to add Hearts and Cloud Castles to your properties. Choose your favorite token like the Hot Air Balloon, Cloud Car or the Rainbow Roller as you travel through Care-a-lot picking up friends. Every day is special when you let the fun shine in. Scheduled to ship in March 2021.
USO MN141644..... PI



SPOT IT!: CARE BEARS

In this fun card game, there is always only ever one matching symbol between any two cards. Spot it first, and you win! Scheduled to ship in March 2021.
USO SI141644..... PI

WARLORD GAMES

BOLT ACTION

Scheduled to ship in April 2021.



BRITISH & CANADIAN ARMY INFANTRY (1943-1945)

WLG 402011020..... PI



BRITISH & CANADIAN STARTER ARMY (1943-1945)

WLG 402011021..... PI



POLISH INFANTRY SQUAD IN GREATCOATS

WLG WGB-PI-04..... PI

SPOTLIGHT ON



DUNGEONS & DRAGONS ICONS OF THE REALMS: KOBOLD WARBAND

The *D&D Icons of the Realms: Kobold Warband* contains eight of the iconic *D&D* foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Kobolds, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Kobold army is quick and simple! Scheduled to ship in June 2021.
WZK 96059\$44.99



DUNGEONS & DRAGONS ICONS OF THE REALMS PREMIUM FIGURES

Each *Dungeons & Dragons* Premium Figure comes with a highly detailed figure that is beautifully pre-painted to complement the unique details of the miniatures. The packaging displays these gorgeous miniatures in a clear and visible format, so customers know exactly what they are getting! Key Features: Features characters, monsters, and scenery from the *Dungeons & Dragons* universe. Beautifully pre-painted. Some miniatures include translucent parts. Contents subject to change. Images not final. Scheduled to ship in May 2021.

DWARF CLERIC MALE

WZK 93049\$7.99

ELF ROGUE MALE

WZK 93048\$7.99

ELF WIZARD FEMALE

WZK 93045\$7.99

FIRE GENASI WIZARD FEMALE

WZK 93046\$7.99

HALFLING FIGHTER MALE

WZK 93047\$7.99

HUMAN CLERIC FEMALE

WZK 93043\$7.99

HUMAN MONK FEMALE

WZK 93044\$7.99

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NARUTO X HELLO KITTY 13" PLUSHES

Kidrobot brings art to life with *Naruto Shippuden* x *Hello Kitty* and Friends in a new *Naruto* 20th Anniversary collection debuting in 2021. The *Naruto* Anime TV Series, based on the original *Naruto* manga comic book series by Masashi Kishimoto, has taken the world by storm, and we are celebrating with the year of *Naruto*. These *Naruto* x *Hello Kitty* 13" Plushes are dressed in *Naruto* cosplay for the must-have mashup of the year. Scheduled to ship in June 2021.

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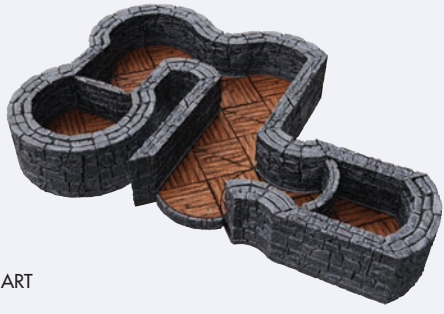
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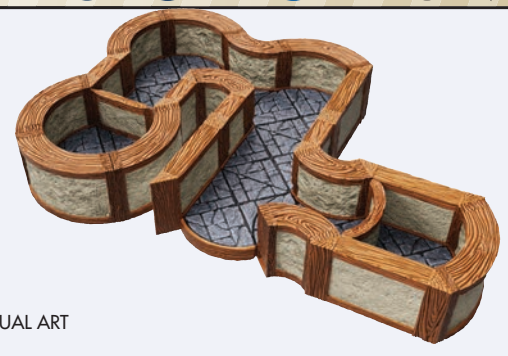


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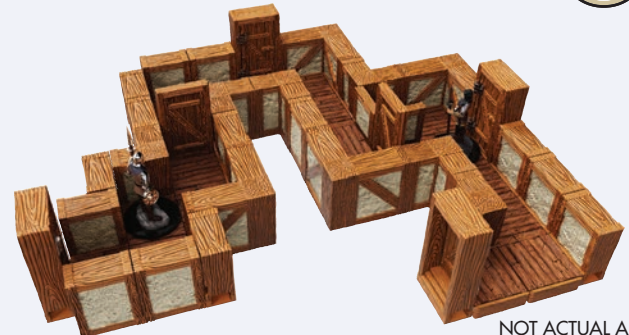


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TALISMAN ADVENTURES



TALISMAN ADVENTURES CORE RULE BOOK REGULAR EDITION
PSD 47500E..... \$49.99 | Available Now!



Talisman has been a beloved board game for decades, enthralling generations of gamers. We at Pegasus Spiele are delighted to now bring all the fun and thrills that have made it such a classic into a new roleplaying game, *Talisman Adventures*!

Everyone knows that *Talisman* is all about the great stories that players create each session. The tales of how someone beat the odds in the Crypt, got turned into a toad three times, or managed to defeat a dragon despite their woefully low Strength, are a major part of the fun. With the roleplaying game, you can now create even greater stories beyond what might happen in the board game, for now there are no limits to the adventures your characters can experience.

Talisman Adventures is by Ian Lemke, the veteran designer also responsible for *Changeling: the Dreaming* amongst many others. It takes place in the Realm, *Talisman*'s iconic setting, and includes many of the board game's well-known locations. There are also plenty of new locales and room for players to establish their own additions to the lore! The book comes in two main sections: the Player's Guide and the Game Master's Guide, each color coded for easy access.

The *Player's Guide* introduces the 3D6 Adventures System, a new rules set created for the game. As you might imagine, it involves three regular d6 dice. Whenever a player need to make a test for their character, like attacking an ogre, casting a spell, or haggling with a vendor in the City, they roll 3 dice — one of which is the special Kismet die. The sum of the roll is compared to the test's difficulty to determine how successful you were. A failure could mean you miss and the ogre attacks back, while a standard success could mean the spell goes off as planned but the target attacks back. An extraordinary success might not only outwit the vendor but find some rare treasures to boot.

The neat thing, though, is that the players also roll when they themselves are attacked, spells are cast against them, or a vendor tries to con them, through Defense tests. Players thus make all the rolls, allowing the GM to concentrate on driving the story elements of encounters. This makes encounters move faster, as most of the time a single test will incorporate not only an action but also the target's reaction.

Player Characters have Fate, which you can spend to reroll dice or even add a die to the test pool. The GM has Fate as well, though, to boost NPCs! The Kismet die can generate Fate on special rolls, as well as triggering a character's special abilities.

Players have a plethora of options for characters, by matching one of seven Ancestries (like Dwarf, Ghoul, Human, and Troll, each with three unique backgrounds) and one ten Classes (such as Priest, Thief, Warrior, and other favorites from the board game). Spellcasters get a wide range of magic, and yes there is a Toadify spell that does just that!

TALISMAN ADVENTURES CORE RULE BOOK LIMITED EDITION
PSD 47501E..... \$69.99 | Available Now!

The Game Master's side of the book is just as complete. It starts with an introduction for how to run roleplaying games. There are tips for resolving test results, creating new adventures, using Fate, and more — all ideal for *Talisman* fans who've never played an RPG before.

There is a large selection of NPC Strangers and Allies for the player characters to encounter, plus Followers they can acquire. Followers operate differently from NPCs, though — the PC controls them, and their Followers can perform tasks like scouting in a village for provisions, aiding in combat, or even bolstering your own spellcraft. Followers have a loyalty rating, however, which goes down when they are aid their PC. If it reaches zero they leave, so you need to ensure your Followers remain happy, fed, and paid (such as in the case of a mercenary) to keep them around! And that may be difficult with all the dangerous enemies in the book, such as cultists, wild animals, undead, dragons, elementals, and even the enigmatic fae.

Talisman Adventures is all about Adventuring (it's in the name, after all) and so contains Exploration rules where every member of the party has a vital role to play when traveling in areas of uncharted wilderness. GMs can use these rules in conjunction with dozens of special locations to ensure journey can be exciting and memorable.

Lastly the book comes with a ready-to-use adventure, perfect for introducing both players and GMs to the setting but also roleplaying in general. Six pre-generated characters are included plus maps and everything else needed to get playing quickly.

And this is just the beginning. (This is *Talisman* — of course there are expansions!) Also coming is the *Game Master's Kit* complete with 4-panel screen and a booklet of GM tools and advice plus additional adventure encounters and locations. We'll also be releasing an *Accessory Pack* of specially branded dice and Fate tokens. Our first big expansion is *Tales of the Dungeon*, a setting book covering infamous dungeons of the Realm and the many creatures to be found within. It's filled with new gear, traps, expanded underground exploration rules and encounters, plus new ancestries and classes for players (like Minotaur and Necromancer) and a complete adventure for GMs!

Talisman Adventures is a 302-page full color hardback, also available in a deluxe *Limited Edition* version. Both come with a foldout map of the Realm plus a punchboard sheet of Fate tokens. Look for it at your local store today!

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Tim Huckelbery is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. He's been playing Talisman since the 80's and swears he's never been turned into a toad. Honest.



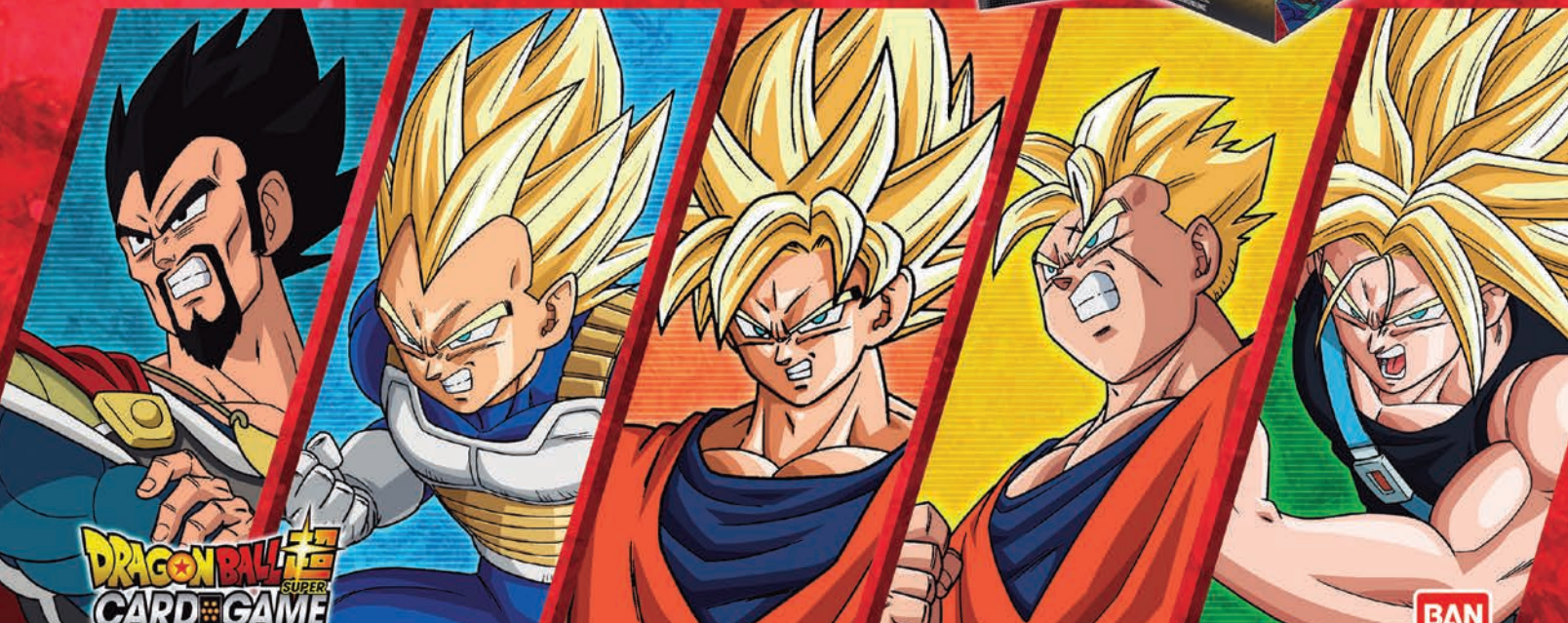
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In stores : May



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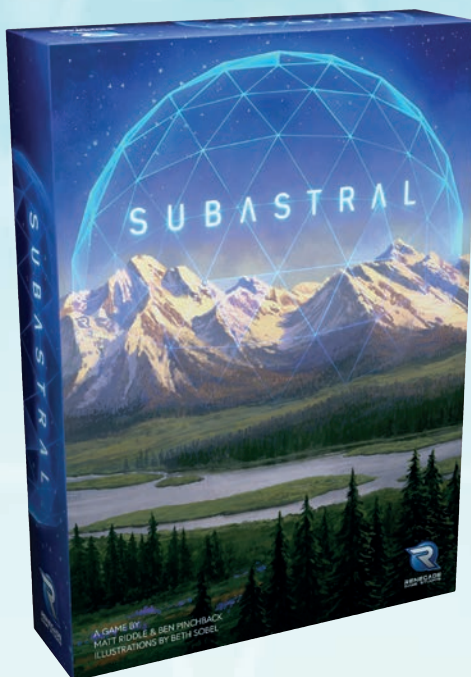
RGS 02196 \$20.00 | Available June 2021!

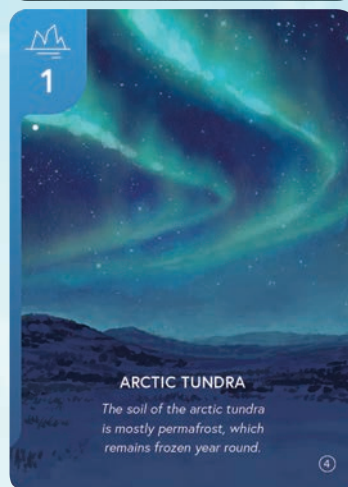
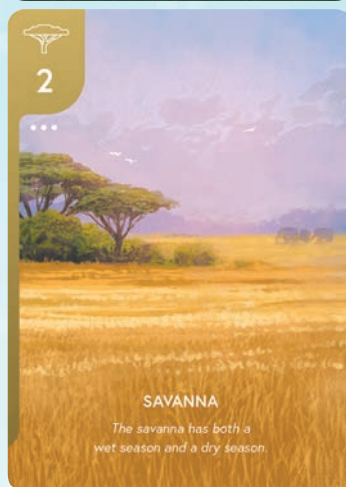
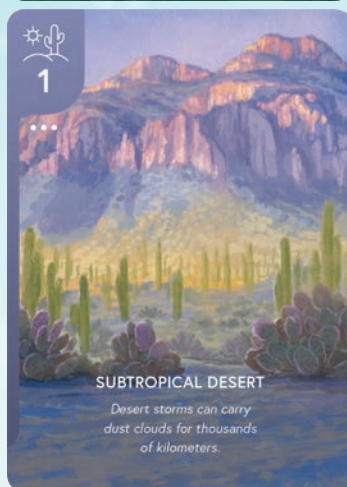
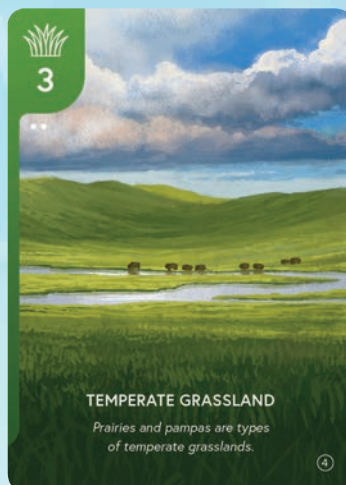
The story of *Subastral* starts back in 2017. I was fortunate enough to have the opportunity to fly out to Princeton, New Jersey to mentor a middle school game design club for a few days. It was a blast. I went through design principles with the students, talked about game design in general, and even did a little math. I had an opportunity to play games with several students and a game that they taught me was *Above and Below*. It is an incredibly fun story telling game, but what jumped out to me was a small secondary part of the game. A set collection scoring mechanic based on storing tokens in the order in which they were collected and that order impacting how they scored. A relatively simple thing and a small part of a great game full of other things going on... but it stuck with me.

My design partner Ben Pinchback and I love card games. We both grew up on Euchre, Hearts, Cribbage, Rummy and so many more. We have designed quite a few ourselves over the years, (*Fleet*, *Ladder 29*, *Eggs and Empires*, *Piepmatz*, *Stellar*) with many of them being built on the ages-old concept of numbers on

cards, and usually a bit of math. That idea of collecting sets and have the order of collection affecting the scoring stuck with me. Talking to Ben while recapping the amazing experience that I had at the design camp, I mentioned the kernel of an idea that had been gnawing at me. Could we take that idea that had stuck with me and design a card game with it?

Ben and I have known each other for nearly 30 years and worked together for nearly 20. We've spent countless lunch periods sitting in our company cafeteria with numbers scratched on blank cards just trying things. *Subastral* started that way. Taking that core idea, we hashed out very quickly that basics of scoring. Collect cards and store them in a play area in like sets, but the order in which they were collected would matter. The cards in each set would be worth points equal to the set's position. So the first set is 1pt each, second set is 2pts, etc. Now we needed to figure out how many suits and how many cards per suit. I would love to say we embarked on an in-depth design process with detailed analysis and rigor... but we didn't. As we shuffled cards around and talked it out Ben said "Sooooooo eight suits? 1-6?" I shrugged and off we went. Right away we could tell it was working, but the scoring lacked tension. All cards





scored points. Sure, some were better than others, but every card was good. Cards needed to matter more, and we needed another scoring goal. The first answer was a set collection classic: mixed sets. It created a push and pull between trying to get all of the suits in play and collecting a bunch of cards in the suits that were in better scoring positions. The second didn't come so quickly. For now, though, we were almost ready to start playing for real.

left make the mixed sets more difficult. It is a nice balance that leads to interesting decisions.

We played it about 100 times in one weekend at the *UnPub* convention and it went great. We knew we had a gem. After working with Renegade on Stellar, we wanted to work with them again and were ecstatic when they signed it. Doubly so when Beth Sobel agreed to do the art. The theme had started with collecting Depression Glass, then cats. Dan from Renegade had the idea to lower our gaze from the stellar night skies to the planet below. The biomes of Planet Earth are as diverse and wondrous as the living creatures that populate them: subtropical desert, savanna, tropical rainforest, chaparral, temperate grassland, temperate forest, taiga, and arctic tundra. Beth created incredible illustrations for each biome so as you build up your journal it creates a beautiful panorama in your play area. Ben and I could not be happier how *Subastral* turned out and we sincerely hope you enjoy it.



This is where the magic of game design happens. Identify a problem and solve it. Have that lightbulb moments and high fives all round... or not. Mostly it is trying things that don't work until one does. A LOT of things, and most of them end up bad ideas. Acquisition mechanics are a fickle beast. They don't work till they do. We tried SO MANY. For *Subastral*, we needed a way for players to balance their hand with their player area. Play the game and see where it ended up. Let me know what you think. We added card rarity and added a rule to score only the two largest sets. This created the tension of wanting to get more common cards farther right since they would be easier to collect but the rarer cards farther

Matt Riddle is a husband and father of 2 lovely teens. Real job is Cybersecurity, the job he actually loves is designing board games you may or may not have heard of. He often is found playing video games you probably have heard of. And eating.



Ben Pinchback is an engineer by day and an avid gamer. He used to have hobbies, but now he has 5 kids. He designs games at night because he can't leave the house for fear of the monsters blowing it up.

STARGRAVE

OSPREY
GAMES

STARGRAVE

OSP 837509 \$35.00 | Available April 2021!

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and rounding up slaves. Any attempt to form any kind of central authority larger than a city state is quickly and brutally crushed. In this dark time, the only way to survive is to stay small and inconspicuous. Amidst this chaos, however, thousands of independent crews manage to carry on their business. Smugglers, relic hunters, freedom fighters, and mercenaries roam the dead stars in small ships, scratching out a living anyway they can...

Welcome to *Stargrave*, a narrative wargame in which the players assemble a small crew of science-fiction adventurers, and then chart their story as they try to survive in the Ravaged Galaxy. Just by playing through the scenarios in the rulebook, the crews will explore an abandoned research station, battle strange creatures in a dense swamp, scavenge weapons from a derelict warship, and shoot it out with gangs in a sewer-system. All of this while trying to stay one step ahead of the brutal pirate fleets.

In the rulebook you will find all of the information you need to play the game, including rules for how to create your captain and their crew, how to set up a table, and how to fight for possession of valuable loot! While these rules might look intimidating at first, especially if you have never played a wargame before, they are generally straightforward, and most people will have a pretty firm grasp of most of the rules after playing just a few turns.

Games of *Stargrave* are generally quick, and once you have learned the rules you should have no problem completing a game in a couple of hours. Although one-off games can be fun, it is by combining all of your games into an ongoing campaign that you will get the most out of *Stargrave*. By playing through a campaign, your crew will grow in power and experience. And you can spend the loot you acquire during games to expand your crew, buy advanced technology weapons and equipment, and even upgrade your starship.

While *Stargrave* is designed to be a competitive game between two or



more players, it is less concerned with being a tactical exercise and more interested in helping players achieve a shared sense of fun and adventure as their crews explore the dark, dangerous, and potentially profitable corners of a galaxy that has been ripped apart by war. These rules attempt to cover all of the situations that are likely to occur during play but, without a

doubt, there will be times when the exact rule for a given situation is unclear. In these cases, the first question to ask is: 'What would happen in the movie?' Or, to put it another way, decide on the coolest, most dramatic, cinematic result and go with that. This is a game about high drama, big moments, and big explosions!

Always remember, the rules have been created for one purpose: for players to have fun. If there is any aspect of the game you want to change, any rules you want to add, or any ideas you want to incorporate that will make the game more fun for you and your gaming buddies, then please do so! Having fun is the point of playing a game, after all.

Finally, one of the best parts of wargaming is that it is a social activity. Even at home, players like to go online to talk about their games, discuss rules, show off their models and terrain, and just chat with people who have similar interests. Be sure to check out the *Stargrave: Science-Fiction Wargames in the Ravaged Galaxy* Facebook group, as well as places such as Board Game Geek, Reddit, and the Lead Adventure Forum. Also, to get all of the latest news and updates, take a look at my blog: therenaissancetroll.blogspot.co.uk.

...

Joseph A. McCullough is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies: A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. In addition, his fantasy short stories have appeared in various books and magazines such as *Black Gate*, *Lords of Swords*, and *Adventure Mystery Tales*. He is also the creator of *Frostgrave* and *Oathmark: Battles of the Lost Age*, and co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing Game*.



Miniatures by North Star Military Figures

STARGRAVE

SCIENCE FICTION WARGAMES IN THE RAVAGED GALAXY



INCOMING TRANSMISSION...



Created by Joseph A. McCullough, author of the award-winning *Frostgrave* and *Frostgrave: Ghost Archipelago*, *Stargrave* transports players to a galaxy torn apart by war. Vast pirate fleets roam from system to system, robbing, extorting, and enslaving anyone they come across, while independent operators roam the dead stars in small ships, scratching out a living any way they can.

Players take on the role of one of these independent operators, choosing from a selection of backgrounds and assembling a crew to join them on their adventures. Each successful sortie will see their crews grow in power, but as they grow it becomes more likely that a pirate fleet will take note of their activities and come after them!



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FRUITS, FIGURES & FAMILYS

INTRODUCING THE NEW FAMILY BRAND BY CAPSTONE GAMES

JUICY FRUITS

CSG JF101 \$39.95 | Available April 2021!

Board games have always been there for us to bring people together; to unplug, unwind, and simply have a good time. Capstone's mission has always been to "bring people together through rich, evolving gameplay", and we have been widely recognized as a premium publisher of complex strategy games. With a lot of big titles such as *Pipeline*, *Maracaibo*, and *Crystal Palace* under our belt, we had the desire to create a line of games that accommodates a wider audience, but still retains a familiar hint of where we started. The overall market for board games has experienced phenomenal growth, even during a pandemic. With an influx of new gamers each year, we are excited to provide everyone with highly accessible board games through the introduction of our new Family Brand!

Now that we had the idea, we had to find the perfect game to make the debut. We wanted something that was easy enough to play as a family, but also had the depth to play with your more competitive friends. Then, with our partnership with Deep Print Games out of Germany, Juicy Fruits became the perfect model. After playtesting it on Tabletopia, we immediately fell in love! With the artwork and theme coupled with the mechanics in the game, we knew it was the perfect fit for our Family Brand. The simplicity of play is quick and rewarding, while the depth of the game is outstanding. We are so excited to debut our Family Brand with *Juicy Fruits*!

NOW, WHAT IS JUICY FRUITS?

Juicy Fruits is a game designed by Christian Stöhr, who is the co-designer of last year's *Spiel des Jahres* winner *Pictures*. The artwork is done by Annika Heller, who has been a board game enthusiast since her childhood. *Juicy Fruits* is the first published game that she has illustrated! The artwork and gameplay make for an immersive

RORSCHACH

CSG ROR101..... \$29.95 | Available May 2021!



experience while keeping it fun and easy to learn. It can play one to four players in about thirty minutes, and guess what, anyone ages eight and up can participate!

Each of you has a small island paradise, where you make a living growing delicious fruit. Your goal is to gain the most points by fulfilling ships' orders and by adding Businesses to your island. *Juicy*





Fruits incorporates a fun sliding mechanic to gain various types of fruit. However, your island starts off small. As you fulfill orders, your island grows, allowing you to collect more fruit in a shorter amount of time. Clever planning is essential, as fulfilling orders frees valuable space on your island, but you also don't want to let your opponents take all of the available Businesses either! Although there is a limited quantity of them, Businesses add unique benefits to your island. With each play, Juicy Fruits poses new exciting puzzles of how to move your tokens most efficiently and how to balance clearing your island, claiming Businesses, and finding the right time to thwart your opponents' plans.

Juicy Fruits also accommodates a solo mode where you get to play against your opponent, "Pineapple". There are four different difficulty settings for this solo mode as well, where you get to choose from "Fair Fruit", "Fit Fruit", "Fast Fruit", and "Full Fruit" to play the type of game you desire. Solo modes are great for solo players, but it can also be used as a teaching mechanism for new or younger players.

In addition to the solo version, there is an advanced mode called the "Juice Factory" that adds another phase to your turn. All you have to do to enable this mode is to turn the game board "juicy side up" and place the two extra discs per player in the Juice Factory. Now, you can bottle your juice on your island and sell it for more points!

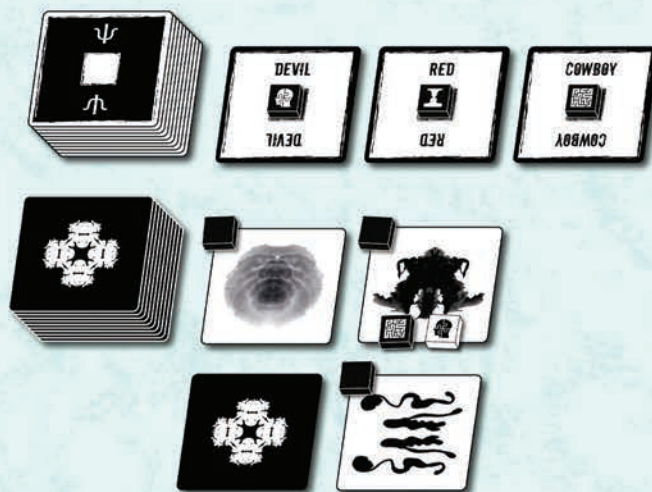
We invite you to explore *Juicy Fruits* with your family by getting back to the table and enjoying life free from technology. Fun artwork, simple rules, multiple difficulty levels, and amazing components really bring this game together to make a most memorable time at the table. Whether you are wanting to introduce your family to the wonderful world of gaming or have a quick and competitive game with your usual group, *Juicy Fruits* is a perfect fit for everyone.

MORE FAMILY FUN WITH RORSCHACH

In addition to *Juicy Fruits*, we are releasing another game fit for both the party setting and the family board game night. *Rorschach* is a fun team game that has the perfect fusion of aesthetics, theme, and gameplay. It can play four to ten players in about twenty minutes, ages ten and up! *Rorschach* will be the second game to debut for our Family Brand.



This game, named after the Swiss psychiatrist Herman Rorschach, uses some of his famous inkblot images (and many new ones) to put 2 teams to the test. The teams earn points by correctly guessing how their members paired randomly selected words with these inkblot images. Reading the other players and learning their associations is the key to success, but the real fascination lies in seeing how differently these images can be perceived by discussing and explaining the pairings afterwards. A player then secretly pairs three words with 3 inkblot images. That player's teammates choose one of the images and guess the words. Before the word is revealed, the other team gets a shot at guessing and stealing points!



Rorschach is a quick game that is easy to learn accompanied by beautiful artwork. The simplicity of both the rules and artwork complement one another for a great night at the table with your friends and family! We are so excited to start this new line at Capstone Games, and to bring more people to the table. Look out for more titles in the future with our new Family logo; we hope to see you around the table in the near future. Happy gaming!

Jillian Ross works alongside her brother, Clay Ross, at Capstone Games. She works on all sales accounts and marketing with Capstone. Jill is newer to the industry, but has been loving it ever since she started her job back in August!

WARHAMMER AGE OF SIGMAR ROLEPLAY TO BE SOULBOUND



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: STARTER SET CB7 2510..... \$29.99 | Available Q2 2021!!

In May of last year, we (Cubicle 7) released the corebook digital version of *Warhammer Age of Sigmar: Soulbound*, the first ever tabletop roleplaying game set in Games Workshop's *Age of Sigmar* universe. Since then, a slew of digital releases have followed, and physical copies of both the core book and Gamemaster's Screen have landed in game stores around the globe. *The Soulbound Starter Set* will be next to join them, landing in stores in Q2 of this year.

Since its release last year, *Soulbound* has seen a wave of positive reviews from fans and critics, all of whom have been undertaking epic adventures through the Mortal Realms.

But what exactly does it mean to be Soulbound?

The Soulbound are an ancient order dating back to the Age of Myth — a time shrouded in legend and remembered as a time of grand alliances, awe-inspiring works of magic, and the founding of colossal cities. During this time, the gods created the Soulbound to be guardians of the Mortal Realms. As the realms descended into the Age of Chaos, the Soulbound faded into memory. Now, in a time of utmost need, the God-King Sigmar has called on his former allies to join together and resurrect the lost order.

To be Soulbound is to have your essence entwined with others, binding your souls together until death. Becoming Soulbound is a phenomenally painful process, one which not everyone survives. Those that can endure the agony are bound together, their souls linking to create a powerful tether and conduit. The price of joining the Soulbound is high. You are permanently tethered to people you may not agree with or even like, and bound to them until you or they die. You give up any relative safety and normality that your previous life may have afforded you, and spend your days in a struggle for survival with the most hideous and corrupt evils the realms have ever known. In exchange, you can draw on the power of your Binding, pushing beyond the abilities of other mortals. Your wounds heal quicker, you no longer age — though Soulbound rarely live long enough to benefit from this.

When you play *Soulbound*, you and your friends create your own group of Soulbound, called a Binding. Your Binding is made up of

individuals from across the realms, tied together by divine purpose and tasked with protecting the Mortal Realms. Exactly how and why your character decided to become Soulbound is up to you: they may have done it for altruistic reasons, striving to help the helpless; they may have done it for riches, such as a ready supply of ur-gold; or they may have had no other choice. Whatever the reason, your life has been irrevocably changed.

Unlike most fantasy RPGs, in *Soulbound* your character begins as a hero — they are daemonslayers, not ratcatchers. You play as the chosen of the gods tasked with defending the realms from the forces of Chaos, Death, and Destruction. Your adventures are epic in scale, and your actions will shape the course of the Mortal Realms. While you may be powerful, it doesn't mean you are invincible. There are other, far more terrifying things in the Mortal Realms, and it is you that stands between those things and the few remaining Free Cities.

The first campaign for *Soulbound*, *Shadows in the Mist*, sees the party exploring a mysterious mist-shrouded city, sailing across boiling hot seas, and exploring a malevolent jungle filled with colossal monsters.

Thankfully, there is hope. To help players face down these horrors, we will soon be releasing *Champions of Order*. This new supplement offers players dozens of new Talents and Spells, new Archetypes, and introduces the Lumineth Realm-lords — powerful Aelvan warrior wizards from the Realm of Light.

The Mortal Realms are a setting filled with countless opportunities for epic adventures spanning near-infinite realms. We already have numerous titles available digitally, many of which will appear in stores in the coming months, and there are plenty more coming soon — including a dedicated *Bestiary* featuring colossal beasts, and horrifying daemons. Be sure to check out our website and social media to keep up to date on all the latest releases.

...

Emmet Byrne is an RPG writer, designer, and senior producer working his dream job at Cubicle 7. He has been bitten by the RPG bug 20 years ago, thanks to *Baldur's Gate*, and hasn't looked back since. He lives in Ireland with his wonderful wife and two beautiful (and crazy) kids.





"WELL, I'LL BE A SUNBATHIN' GATOR AT MIDNIGHT,
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TWENTY YEARS OF MUNCHKIN



MUNCHKIN (REVISED EDITION)

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In 2001, a modest little card game hit the scene. It was a parody of roleplaying dungeon crawls. You killed monsters, grabbed treasure, and stabbed your friends in the back. It was called *Munchkin*.

The first print run of 5,000 sold out quickly. The second print run, of 10,000, lasted no longer. At that point we knew we had a problem. The good kind of problem.

Now it's 2021. Twentieth anniversary, and *Munchkin* is still going strong. It's sold well over a million copies, and been translated into over a dozen languages. I am too lazy to go count how many variants and supplements there have been, but it's more than 50. And that's not counting the promo cards, and the shirts, and the bookmarks... oh, ye great and little gods, the bookmarks...

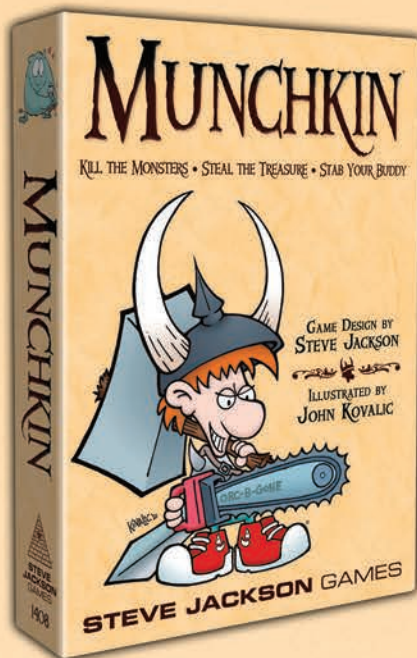
And not only have there been foreign licenses, but two U.S. publishers (The Op and IDW Publishing) have gotten into the act with licensed U.S. games based on mass-media superhits like *Marvel Superheroes*, *Ninja Turtles*, and *Harry Potter*. And the latest release from The Op is *Munchkin Disney*! Yes, we've got a *Munchkin* game with Mickey in it.

There have even been adaptations in other genres. We released a collectible card version. CMoN released a boardgame adaptation with really great minis (you want them, you know you do). And Asmodee released a computer game set in the world of *Munchkin*.

Yes, *Munchkin* has been very good to us. And it's good for the hobby. A lot of gamers have gotten their start with *Munchkin*, because it's the kind of game that friends can teach friends. The

original gaming references in *Munchkin* have broadened to all kinds of pop-culture jokes, themed for various sets. (*Munchkin Booty* still be one o' my favorites, matey. Pirates fer th'win! Arrrrr!)

The most frequently asked question about *Munchkin* is "Did you know it was going to be this big a hit?" The answer is no. No, I had no idea. It was a casual idea, put together over the course of a few days. When the playtesters were so enthusiastic about that first version, we worked very hard to make it a good, solid, balanced game, and we have worked since then to make it faster and funnier. But its success has been one of the biggest and best surprises in my career.



The second most frequently asked question about *Munchkin* is "Will you draw me a card that lets me win automatically?" The answer is also no. No, I will not. But congratulations for asking the question, because it proves you think like a munchkin!

The third most frequently asked question about *Munchkin* is "What will the next set be?" I can't tell you that. It's not exactly a secret (well, maybe it is). But with so many different publishers charging ahead on the *Munchkin* bandwagon, I don't KNOW what will be next! You'll just have to hide and watch. I promise that it will be funny.



It takes a team to do a game, and it takes a big and talented team to run a franchise — because that's what it is now! — like *Munchkin*. In particular, the game wouldn't be what it is without the talents of three people...

- **John Kovalic** was the first *Munchkin* artist, and is still by far the most prolific. He has drawn over 7,000 cards for the game, and there will be more. He has always been, not just an artist, but a joy to work with and an enthusiastic supporter — and if you see him at a convention, you might even be able to get him to play. He claims to have only won twice.
- **Andrew Hackard** has been the *Munchkin* line editor for most of the game's existence. He combines a wicked sense of humor with an encyclopedic memory and a keen sense of design and balance, keeping the game fresh even after 50+ iterations. He's also one of the most fun opponents that you can imagine.
- The late **Monica Stephens** was the game's first cheerleader. She helped me draw up the very first cards, and helped run the first playtest. She told us 5,000 was too few. On the next run, she told us 10,000 was too few. She was right. Monica was also the creator of the now-huge database of *Munchkin* cards, without which we could not possibly keep from constant duplication of names, jokes, and ideas. We miss her very much.

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GHOSTBUSTERS/MEN IN BLACK: ECTO-TERRESTRIAL INVASION
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The alien cruiser Ch'zadi, the flagship of the dastardly mechanized pirate Zorg, has crashed into the Firehouse that the Ghostbusters call home! Now Zorg's forces are pouring out onto the streets of New York City. To make matters worse, the crash has damaged many of the Ghostbusters' the Ecto-Containment Unit. The intense explosion has transformed the crew of the Ch'zadi into ectoplasmic alien hybrids now known as Ecto-Terrestrials or ET's. Hope is not lost, however. Earth's top-secret government organization, the Men In Black have been tracking the Ch'zadi crash. Now their best agents have agreed to join forces with the Ghostbusters to repel the ET invasion and keep the planet Earth safe from harm. Of course, anytime you get this many big personalities together, rarely do they see eye to eye on the best course of action and things tend to get a bit competitive. Which agents will rise to the challenge and which agents will get in the way of their own egos?

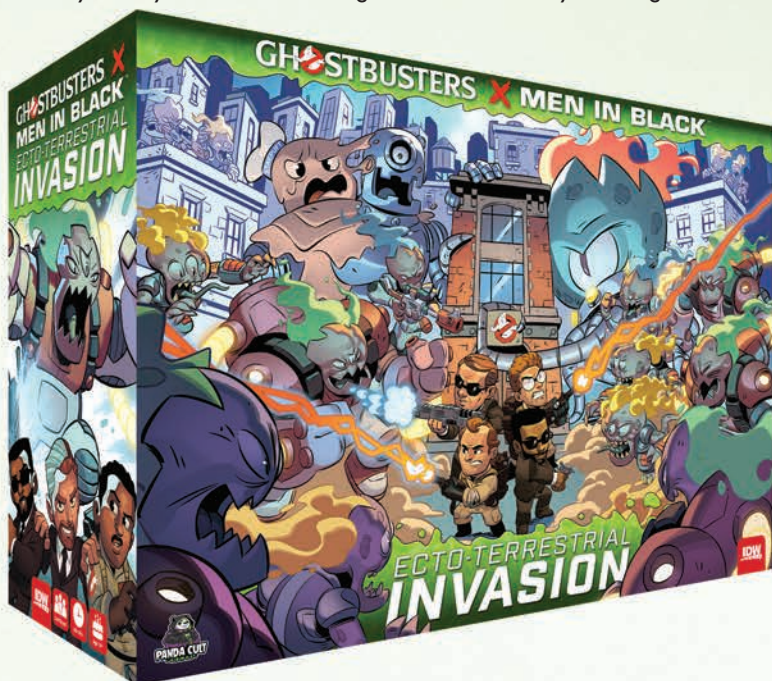
When I was asked by IDW Games to design a game that not only has one but two licenses with such amazing characters, this is the absolutely insane story I came up with on how and why these two iconic teams would butt-heads and join forces against a common threat. Both of these licenses have had such a big impact on my life growing up and it is an absolute dream come true to be able to reach into my childhood and bring these characters to life in a new story on the tabletop. Now that I have come up with a ridiculous story of what is happening, I then had to figure out what this game was actually going to feel like. I personally enjoy designing a game with the mindset of theme first and mechanics second. Both are equally important when making a game but, I like to think that I am creating an experience more so than I am making paper, plastic, and a rulebook. What makes a great game for me is the water cooler moments. The stories you tell your friends and laugh about the next day after a great

game night. Since the source material of both Ghostbusters and Men In Black already have some of the greatest cinematic stories ever told, I really had my work cut out for me.



When set out to design this game, I knew I wanted the game to be player vs player vs. environment instead of just purely player vs player. While all of these characters are big personalities that would most definitely disagree with one another, they are all heroes at the end of the day and would put aside their differences at some point to save the world. The game has almost this cinematic bell curve of tension. In the beginning of the game all players are doing whatever it takes to get a leg up on the other players to capture more ET's to get more points. The Heroes may not directly attack one another but they may for example put on some sunglasses and flash an MIB Neuralyzer to make that character forget about the points they just gained. As the game progresses, however, choices start to become increasingly more dire and the heroes start to lose control of the enemies over the board. It's at this point when the players will hopefully put aside some differences to work together to defeat the Ecto-Terrestrials or else the game will win, and the players will lose in the ongoing campaign.

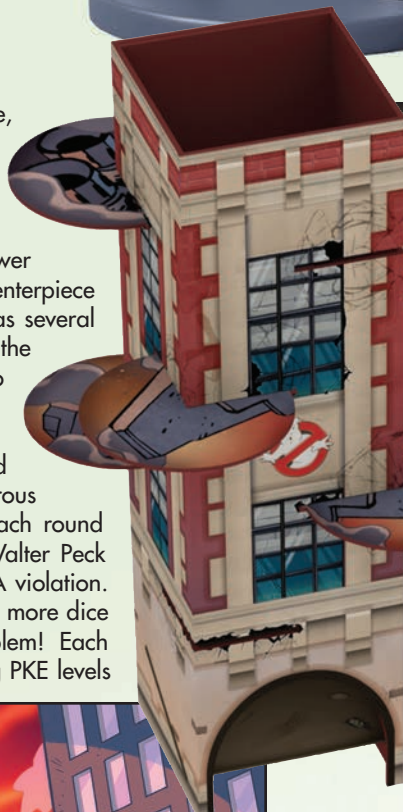
For the combat mechanics of *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, I wanted the combat to feel more in the tone of a chaotic "spray n' pray" instead of everyone feeling like sharp shooters. When looking at the source material, more times than not the heroes pull the trigger on massively powered weapons and then just hope for the best. Each of the three ET enemy types have a specific PKE (Psychokinetic Energy) signature which is represented by symbols on the dice. When you attack a space of enemies, you are hoping you can attune your weapons to the same PKE signature as the enemies. The more variety of enemies in a space the more likely you are to hit something. Nice shootin tex! Another distinction I wanted to make in the design is how attacking with a Ghostbuster hero feels different than attacking with a MIB hero. Ghostbusters tend to focus more on crowd control while the MIB agents go for pure firepower. Whenever a MIB character rolls a critical





on an enemy it deals double damage, but anytime a Ghostbuster deals any damage to an ET they may move the ET model 1 space using their proton pack.

My favorite aspect of the game has to be the big Ghostbusters firehouse dice tower – this is definitely the big eye-catching centerpiece of the game. The firehouse dice tower has several alien ship part planks inserted through the sides of it and is preloaded with dice to make a kerplunk style tower. The dice tower creates this very fun doom counter that all the players want to mess around with but the more they do the more dangerous the game can become. At the end of each round the players will “check the hot sheets. Walter Peck may arrive and threaten you with an EPA violation. You may choose to lose 2 points or throw more dice into the tower. That’s future you’s problem! Each Hot Sheets card also reports on the rising PKE levels



in the area. If PKE levels ever get too high there is an explosion at the firehouse which triggers the players to remove 1 alien ship part from the firehouse dice tower which causes dice to roll out. Each die that rolls out of the firehouse spawns 1 new ET model onto the board and creates a more chaotic environment. If all planks

are removed from the tower, it is game over and the ETs have taken over New York City and possibly the world! This mechanic creates this ongoing level of tension keeping all players on their toes and not knowing what’s going to come next.

Ghostbusters/Men In Black Ecto-terrestrial Invasion is an action packed, choose your own adventure, campaign driven, player vs player vs environment, dungeon crawler, miniatures board game based off of two outstanding universes. What more could a geeky game designer ask for when asked to design a game? I am so immensely proud of this game and it still feels unreal to me that I have had the honor to create it. I can’t wait to be able to share this experience with the world and see everyone neutralizing their friends or finally deciding to cross the streams to save the day.

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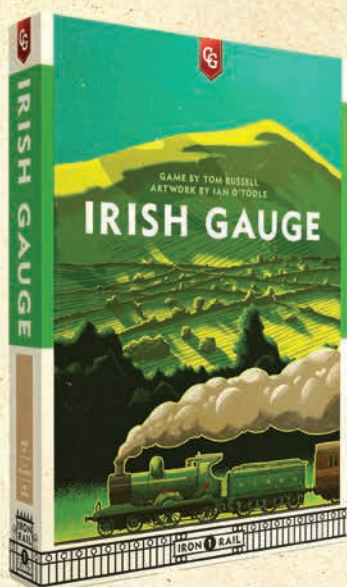


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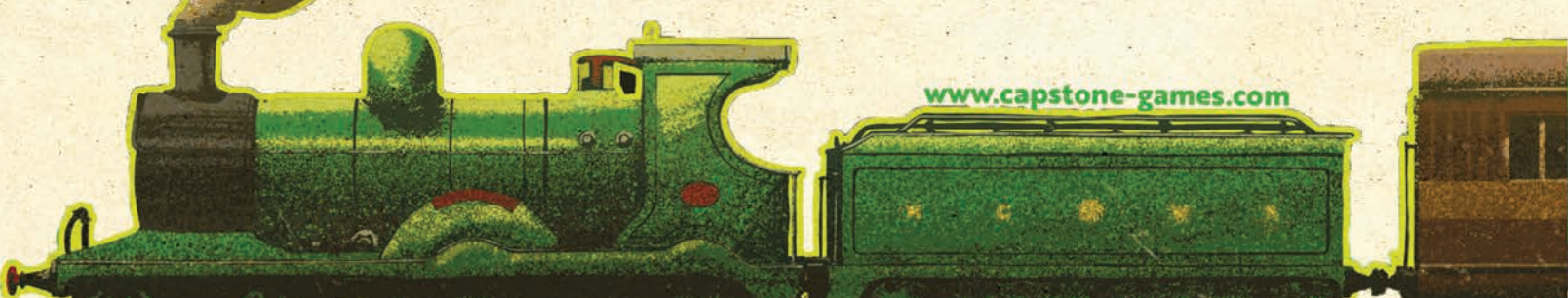
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PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR

EPISODE #34: MINIS FOR BOARD GAMES

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

MEEPLES INTO MINIATURES

Over the last decade or so, the board game market has seen an incredible boom across a broad range of game styles, but the one that interests me the most (as a miniatures painter) is the explosion in the number of games that have chose to upgrade their meeples and tokens to well-sculpted miniatures.

Recently, Gale Force 9 released a game set in a sci-fi franchise that is near and dear to my heart - *Aliens: Another Glorious Day in the Corps*. The basic game box contains some lovely miniatures in the form of the various heroes (Ripley, Hicks, Vasquez) and villains (Carter Burke and the Alien Warriors), and the rest of the items used in the game are cardboard tokens. To satisfy their audience of miniatures finatics, Gale Force 9 have not only released the miniatures from the game as separate boxed sets, but they have created a set called *Aliens: Assets and Hazards* which can be used to replace some of your tokens for a more immersive gaming experience. This set compliments the game well and features the first two stages in the xenomorph life cycle — the Eggs and the Facehuggers - which we'll paint up here.

When painting up miniatures for board gaming, we typically want to get them done quickly so that we can have enough for all scenarios in the game and we aren't waiting weeks or months before we start playing. These examples here show you how drybrushing and washes can bring your board game minis to life quickly.

- For the Facehugger (right) I started with a white prime, and then washed the whole creature with GW Contrast Skeleton Horde.
- I then highlighted the Facehugger with VMC Ivory and painted the probiscus with GW Contrast Volupus Pink.
- Finally, I painted the entire base black, before drybrushing the decking with AP Gun Metal and giving it a wash of GW Agrax Earthshade to give it that grimy feel.





Prime the Eggs in white, then wash the "lips" with GW Contrast Volupus Pink.



Prime the Alien Warrior in black, then drybrush with AP Plate Mail Metal.



Wash the body of the Eggs with GW Contrast Militarum Green.



Wash the Alien Warrior with a 1:1 mix of GW Contrast Ork Flesh and GW Contrast Militarum Green.



Wash the lower half of the Eggs with GW Contrast Cygor Brown.



Wash the Alien Warrior with GW Nuln Oil Gloss, and complete the base in the same way as for the Facehugger.

THINGS TO HIDE BEHIND

When playing a board game, you'll typically be using counters and tokens alongside your various meeples, but when you are using beautifully sculpted miniatures, your cover and objective tokens deserve an upgrade as well.

In addition to the Eggs and Facehuggers, the Assets and Hazards boxed set also contains computer terminals and Weyland-Yutani supply crates!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



SPACE BASE (AEG 7032)

From Alderac Entertainment Group, reviewed by Eric Steiger

| | |
|--|---|
|  14 & Up |  2 - 5 Players |
|  60 Minutes |  \$39.99 |

There are a lot of games in which every turn consists of rolling the dice, and then each player generates resources or victory points based on the roll, which they use to buy things that generate them more resources or victory points. *Space Base* is one of the best ones. Go buy it.

What, you need more than that? Ok, fine. Each player begins with a base with 12 sectors, each filled with a spaceship that gives you *something* when you roll that sector's number on your turn. Possibly money, possibly VPs, possibly some special ability. Since you have rolled a pair of dice before in your life, you know your total is more likely to be somewhere in the middle of the bell curve between 2 and 12. Fortunately, so does veteran designer John D. Clair, which is why he gave you a really interesting choice on your turn - you can either use the total of your dice for a single payout from one sector or use each die's value to pay out from two sectors. This makes the higher end of the bell curve more valuable than the lower end, and the available upgrades reflect that.

Once you've rolled your dice and collected your benefit(s), you get to choose whether to buy an upgrade. There are 3 rows of progressively more expensive and beneficial upgrades to choose from. Half of each row consists of new ship upgrades drawn from a deck, to give you more stuff when you roll a particular number; the other half is colonies, which give you a large chunk of VPs when you buy them but sit in a sector and render it useless on your turn for the rest of the game.

You can't buy an upgrade that costs more than you have, but no matter what you buy, it costs you *all* of your money, regardless of its actual price (space economics are weird). You then reset your money tracker to your current income (which starts at 0 but can be increased through upgrades). You put your newly-gained upgrade in its matching sector, and you turn the ship that was previously there upside down ("deploying" it) and put it behind the new one, sticking out a little. Why? Because in addition to the active benefit a ship gives you on your turn when you roll its sector, once a ship is deployed, it gives a different bonus when somebody *else* rolls that sector on their turn.



So, if another player has a particularly good upgrade on a sector on their base, you can capitalize on it by deploying several ships on your own base to that sector, thus guaranteeing you a payout when



they choose that sector on their turn. This encourages you to pay a lot of attention between turns, both to what other players are rolling (so you can take any goodies owed to you), and to what they are buying (so you know where to put your own stuff in response).

In addition to just providing money, points, or income, ships may also have special charged powers, which gain a power cube when you roll their sector, and you can then spend for effects (either on your or an opponent's turn) such as changing a die, increasing another effect, etc. In fact, one ship, which must be placed on the 12-slot, has 3 slots for cubes which, if you spend them all at once, allows you to instantly win. So, if you manage to buy that ship, and then roll a 12 three times, you win outright. Good luck with that.

The game ends as soon as one player reaches 40 points, which happens sooner than you'd expect, thanks to the colony ships. The game begins with all 12 colony ships available, each capable of filling one sector. The higher the sector number, the more expensive a colony ship is and the more points it's worth, but once you buy one, the colony ship fills that sector and it no longer provides you anything if you roll that sector on your turn (however, deployed ships still give you passive benefits on other players' turns).

Space Base is an easily approachable engine builder with some really interesting decision points, based not just on what you need but what your opponents do. The fact that you can gain different benefits based on your opponents' rolls keeps you engaged when it's not your turn, and the scoring is fast enough that you will need to pay close attention to when it's time to stop building your economy and start buying points. The ability to use the dice separately or combined makes every single turn an evaluation of your options.

Eric is your friend, and friends wouldn't let you play bad games.



TINY EPIC DINOSAURS (GLG TEDINO)

From Gamelyn Games, reviewed by John and Isaac Kaufeld

| | |
|---|---|
|  14 & Up |  1 - 4 Players |
|  30 - 60 Minutes |  \$30.00 |

Don't let the cute box art with playful dinosaurs and a sunny sky fool you. *Tiny Epic Dinosaurs* by Gamelyn Games packs a stunning amount of strategy into its classic little box.

Thematically, *Tiny Epic Dinosaurs* may be "a game of dinosaur ranching," but it's so much more, too. It mixes resource gathering, worker placement, a very clever modular board design, and some wicked engine building opportunities into a challenging yet accessible strategy board game.

Let's look in the incubator and see what's growing for the top five things you need to know about *Tiny Epic Dinosaurs*.

BEGIN WITH THE WIN IN MIND

Success in *Tiny Epic Dinosaurs* goes to the player with the most victory points. You get victory points in three ways: Filling contracts, expanding research, and growing dinosaurs.

The largest reservoir of points comes from completing the public and private contracts, where you literally trade dinosaurs for points. But that's not the only path to victory.

You also earn victory points by purchasing research cards that give you unique dinosaurs or new facilities, all packed with special powers.

Finally, since the name of the game is dinosaurs, you also earn points by filling your ranch to the brim.

By now, you're probably starting to feel the game's tense decision-making begin to build. And you'd be right.

DIGGING INTO THE DINOS

The game includes a whopping 75 dinosaur meeples covering all the types of dinosaurs at your disposal.

The most important ones are the four "regular" species because they directly score you points. These include two herbivores (stegosaurus and brachiosaurus) and two carnivores (velociraptor and allosaurus). *Tiny Epic Dinosaurs* includes a pool of 60 minis for them, with 15 of each type.

The remaining 15 unique dinosaurs have special powers. They're the key to opening up the game's engine building opportunities. Get the right two or three of these special dinosaurs working together and you'll have anything from cascades of food to extra actions galore.

RANCHING THROUGH A ROUND

The game plays across exactly six rounds, so time is always a key limitation. Each round consists of several phases.

Players start the round by collecting resources from the open, unpopulated spaces on their respective ranch maps.

Next, players choose actions by placing their rancher meeples on the action spaces of the modular game board. Options include buying new dinosaurs, getting barriers to build paddocks, purchasing research cards, gathering extra resources, and completing contracts, among other things.

Once everyone finishes, players start arranging their dinosaurs and building paddocks, making sure that the paddocks are completely sealed and that different dinosaurs don't share the same space (because if they do, they won't be sharing for long).

Feeding comes after that. Players must watch their food levels because hungry dinosaurs escape their pens and wreak mayhem on your ranch. Finally, pairs of dinosaurs in the same paddock produce new dinosaurs which go into unoccupied paddocks.

SCORING PUBLIC AND PRIVATE CONTRACTS

Filling your ranch with dinosaurs is fun, but you get more victory points by discarding your dinosaurs to fulfill contracts.



Each round starts with three available public contracts. Each player also gets one private contract per game which they receive during setup. Each contract lists three or four dinosaurs needed to claim it and the number of victory points the contract is worth.

To fulfill a public contract, you put a rancher (worker) onto one of the contract action spaces, claim the contract, and discard the necessary dinosaurs from your ranch.

After completing a public contract, you can complete your private contract on that same turn, but only if you have the right dinosaurs left in your ranch. That takes careful planning and execution. Moments like this make *Tiny Epic Dinosaurs* such an engaging game.

POPULATION VERSUS FOOD AND RESOURCES

One of the game's strongest and most beautiful tensions is dinosaur population versus available food and resources.

Every ranch map has 11 spaces that contain the same mix of five plants, three meat, and one crate of supplies, although each of the double-sided maps puts them in a different arrangement thanks to water hazards and mountain ranges.

You need dinosaurs to complete your contracts, but dinosaurs take up space. If a dinosaur is standing in a space with a food or supplies icon, then that space doesn't product its good during your turn. But if you leave too many spaces open to get more food, you can't finish contracts because you don't have enough dinosaurs. Feeling the pressure yet?

VERDICT

Tiny Epic Dinosaurs is game design magic at its best. We highly recommend it.

The game's open-ended strategies give players plenty of paths to victory, all of them studded with high replayability. There's even a solo play mode for those rainy weekends when your friends can't come over.

Whether you go for the win through fulfilling contracts, expanding research, cultivating your dinosaur herd, or finding a unique mixture of all three, *Tiny Epic Dinosaurs* will keep you coming back to the table for more dinosaur ranching fun.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next



PUSHEEN PURRFECTION PICK (RVN 60001925)

From Ravensburger, reviewed by Brian Herman

| | |
|--|---|
|  8 & Up |  2 - 5 Players |
|  30 Minutes |  \$24.99 |

I love family-oriented games I can play with the kids. While both of my wee ones have grown up with my immense game collection and can handle complex rule interactions, there's something to be said about a game that has us into the action within 5 minutes with a minimum of confusion. Combining a family-friendly game with a child's beloved intellectual property is a dynamite combination sure to make everyone at the table crack a smile. When I first opened the box for *Pusheen's Purrfection Pick*, both my kids squealed with joy at the sight of the adorable chubby gray tabby cat and immediately wanted to take turns holding the included rubber figure. In the event you're old like me and haven't been living in the here and now, Pusheen is a female fictional cat from a beloved website and cartoon strip that loves blogging, snacking, and going on adventures.

In *Purrfection Pick*, players take turns placing Pusheen around the game board and collecting cards of her favorite objects and friends. These can be discarded to qualify for "snapshots" which award victory points. The player who reaches 10 victory points first wins.

Game setup is fairly simple. The game board has two sides, each functionally the same but offering different locales, inside Pusheen's house and outside. After picking a side, the deck of Essentials cards is shuffled, and 12 cards are dealt face up in each section of the board provided. The Essentials deck is made up of Pusheen's friends, favorite objects, and actions that can be collected. The Snapshot deck is also shuffled and 4 of these are dealt face up below the game board. These Snapshots are goal cards, consisting of moments from Pusheen's life and have both requirements of Essentials required to collect them, and a star value indicating how many points each is worth. Finally, a rubber Pusheen figure is given to the player who most recently fed a cat, and the game can begin.



Gameplay is easy enough to follow. The active player places the Pusheen figure on any intersection of 4 cards. After that, each player starting with the one that placed the figure can in turn follow a series of steps:

1. Take an Essentials card either adjacent to the Pusheen figure or from the top of the Essentials deck. If it is an item or friend, it can stay in hand, but if it is an action card, it must immediately be played for a variety of effects.
2. Take a face up Snapshot card, discarding the required Essentials cards into the discard pile and following any instructions on the Snapshot before placing them in a victory point pile.
3. Check to see if any player has 10 or more stars listed in their victory point pile of Snapshot cards.



4. Refill any empty card spots on the board with cards from the Essentials deck.
5. Refill any Snapshot cards under the game board until there are 4 face up Snapshots.

After these steps are followed by all players, the next player in line can place Pusheen in a new spot, starting a new round. While gameplay is simple, even deceptively so, there's a deeper layer of strategy in every action a player takes. When you take face up cards from the game board, every player can see what you are working towards. When you place Pusheen, every player has a chance to take surrounding cards you didn't take on your turn. This is to say nothing of the various action cards that can create a variety of hijinks throughout the game, from stealing cards from opponents to replacing the Essentials cards in the house to replacing the Snapshots below the board.

Being a Ravensburger game, the production values are excellent from top to bottom. The rulebook, game board, and card stock are top notch. The real item of joy in the box, however, is the little rubber Pusheen figurine with its tiny, adorable eyes and cute expression. Even as I write this review, this figure sits on my table staring at me with cuteness. Quality production values plus engaging gameplay plus commitment to authenticity with an intellectual property equals a fun time for everybody. *Pusheen's Purrfection Pick* is a great game for families and fans of the material, and well worth the price of admission.

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Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



DRAGON LAND (GLG DL001)

From Gamelyn Games, reviewed by Thomas Riccardi



8 & Up



2 - 4 Players



30 - 45 Minutes



\$30.00

This is a time of crisis in Dragon Land as volcanoes throughout the land are about to erupt. The dragons have asked for help from the elves, dwarves, humans, and magicians to save their hoards. Will you be able to save the treasures from the molten magma or will they be lost forever? This is the challenge of the latest game from Gamelyn Games, *Dragon Land*.

To some, this game may seem familiar. The folks over at Gamelyn have made some improvements on previous versions both artistically and mechanically. *Dragon Land* comes complete with a rulebook, gameboard, Tower of Destiny (dice tower), 2 destiny cubes (dice), 12 companions, 12 magic rings, 4 treasure vaults, 18 dragon eggs, 36 tokens and 57 gemstones. There are instructions on how to assemble the Tower of Destiny which is a nice touch.

The game is designed to be played with 3-4 players however, there are rules for playing with as little as two but for this review we're focusing on a standard game. Each player takes three companions of the same shape of each color (red, green and blue) as well as a treasure vault and three tokens matching that shape. The treasure vaults are small screens that allow players to keep one's accumulated treasure hidden from the other players. Also, place the Unicorn tokens for each player on the Unicorn Stable space and do the same for the Witch at her home. Next shuffle the tokens with the dragon on the back and put them face down on each volcano. Lastly, place a number of eggs and gemstones in each volcano as accordance with the numbers on the volcano.

Once play order has been determined (the rulebook states that the oldest player begins play), the first player places their token at an entrance to Dragon Land and then moves it one space while the second player does so and moves it two spaces and so on. The player then drops the destiny cubes into the Tower of Destiny; they can move their token up to the amount showing on the dice - however, two companions may not occupy the same space.



When a player enters a volcano, they can take one gemstone of the same color as their character, or they can take a diamond (these may be taken by any character). Players can also choose to take the dragon egg that is in the volcano and if they do, they may also take



the accompanying token. These tokens are placed face down and are only flipped up when the character enters the volcano.

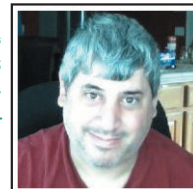
There are tokens which allow characters to either re-roll, travel or take more treasure than one normally could during a single turn. The Unicorn and Witch tokens are only obtainable if a player lands on those spaces: Unicorn tokens allow players to take a gemstone of any color on that space regardless of your character's color, and Witch tokens allow players to take a gemstone matching a character's color from any volcano on the board.

There are also tokens that allow players to take extra steps as well as a Ring that can be put on companions (more on that later). There are also king and small dragons that can be uncovered and summoned to fly to a different volcano. However, a character must match the color of the dragon and you have to roll a four on one of the dice. Play continues in the same order until the last egg has been taken from the board and then the game ends immediately. If a player has a dragon's egg and one of each gem type (red, blue and green) or two colors and a diamond they get ten points. Each additional dragon egg and gemstone is worth one point each and the player with the most points wins the game. Also, any gems that have been collected that do not have a corresponding color (unless the character has found and equipped a ring from the treasures) does not count towards scoring.

Dragon Land is a fun and fast paced game that can be enjoyed by both young and old players and this version brings in a few variants that were not in previous versions. Lastly, this game is fun to play with three or four players but there are rules which allow for just two players to play as well. For more information on this and some other great games head over to <https://www.gamelyngames.com> and get ready to take an adventure into *Dragon Land*.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





Greetings GTM Fans!

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